

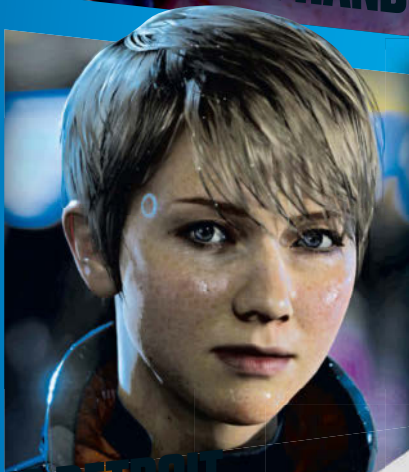
OVER 500 FREE PS4 & PS3 VIDEOS SEE PAGE 86 FOR DETAILS

PLAY



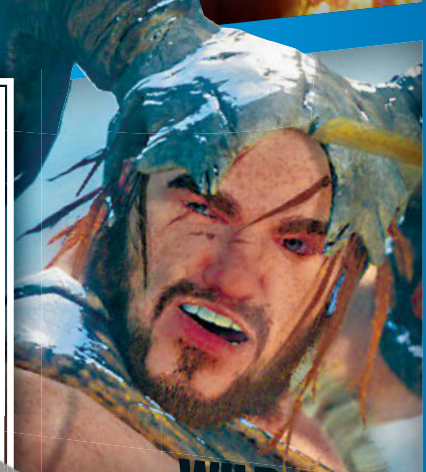
UNCHARTED 4 HANDS-ON

GRAN TURISMO IS BACK AT LAST
FIRST SCREENS AND DETAILS INSIDE

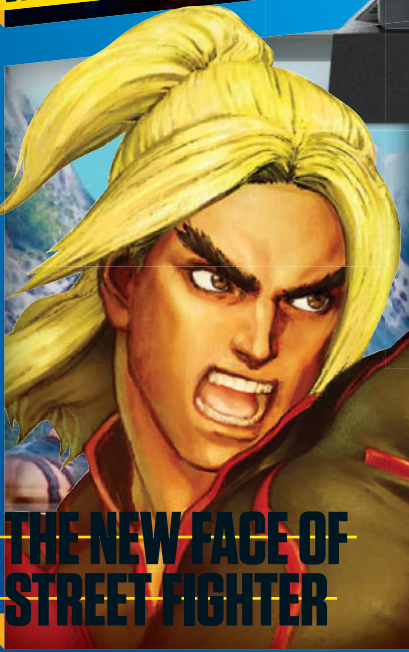


DETROIT HEAVY RAIN 2.0?

ONLY ON PS4



WILD: PS4'S DARK HORSE



THE NEW FACE OF STREET FIGHTER

THE KILLER GAMES YOU CAN'T PLAY ON ANY OTHER CONSOLE

ALSO INSIDE THIS PACKED ISSUE...
FALLOUT 4 BATTLEBORN DREAMS
BLACK OPS III NEED FOR SPEED
GUITAR HERO LIVE & MORE



GUERRILLA LEVELS UP WITH HORIZON



Console Finance.com



From Just **£4.50** p/week

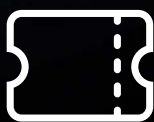
That's the equivalent to:



A PINT
OF BEER



A STEAK
PIE



1/3 OF A
CINEMA TICKET



A MAGAZINE



A FAST FOOD
MEAL



1/2 A CD

PS4 PS3 Vita PSN WelcomePLAY

The UK's only independent PlayStation magazine



NO GAME LEFT BEHIND



I'M A HOARDER. I've suspected this to be the case for some time, only to have it finally confirmed by two separate (and unlikely) sources this month – a pack

loaded with hot plates, old antiques and pointless tools that I seem to insist on lugging around at the end of the world, and the boxes upon boxes of plushies, wall scrolls, figures and other game-related tat that I've found and subsequently had to shepherd across town while moving house recently.

The first example clearly comes from my experience with *Fallout 4*, pouring stat points into Strength and perks that let me carry more junk just to feed my appetite for collecting. It took me a good few hours to kick the habit of picking up literally everything that wasn't nailed down (as well as some things that were) but as I started to learn which bits of bric-a-brac were actually useful for crafting – and that junk used in crafting could be stored in workbenches – I managed to get my problem in check a little. I'm still almost always near carry weight cap, but at least I know my burden will serve a purpose.

Sadly, the same cannot be said about my real world situation. As attached as I may be to my PSone copy of *Final Fantasy VIII*, am I ever going to play it again? Of course not – I've not owned a working PlayStation in years and have the Classics version on my PS3. And do I really need that old PS2 copy of *Monster Hunter* when I'm sat on a stack of updated and improved versions for other consoles?

Yeah, it's time to say goodbye to a lot of old friends – I have so many games that I'm never going to play again and I'd rather they went to a loving new home than sat around gathering dust. Strange to think that this revelation only came about because I couldn't stop filling my pockets with old crockery in *Fallout 4*. I better get back to the game now... you know, in case it wants to teach me anything else.

LUKE ALBIGÉS

EDITOR
@LukemonMGJ
PSN: PorthMinster

CURRENTLY PLAYING
Fallout 4

06 POWER UP YOUR PS4

Neat tips and tricks to get more out of your console

22 FIRST HANDS-ON WITH THE AMAZING UNCHARTED 4

50 DISCOVER SOME OF THE TOUGHEST PS4 TROPHIES

56 DOES FALLOUT 4 LIVE UP TO THE HYPE?

GET IN TOUCH!



Facebook

facebook.com/PlayMagazineUK



Twitter

@PlayMag_UK



Play blog

play-mag.co.uk



YouTube

youtube.com/PlayMagUK



06

60 PS4 TIPS & TRICKS

How to get the most out of your favourite console

PLAY^{PS} Contents

Find out why PlayStation 4 really *is* the best place to play...

-  play@imagine-publishing.co.uk
-  facebook.com/PlayMagazineUK
-  youtube.com/PlayMagUK
-  www.play-mag.co.uk
-  [@PlayMag_UK](https://twitter.com/PlayMag_UK)
-  twitch/PlayUK



28



30



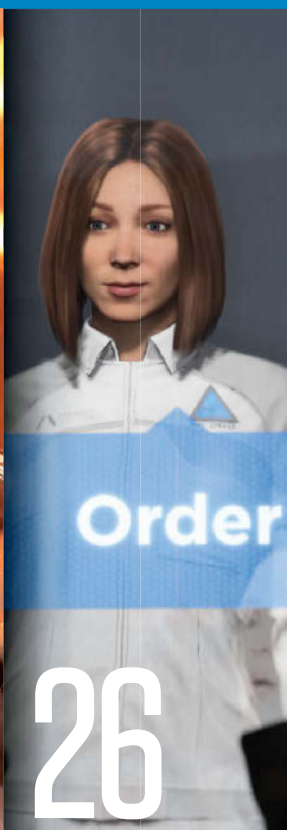
64



14



22



26



34



56



62

BATTLEBORN
The MOBA/FPS
hybrid explained

**UNCHARTED 4
A THIEF'S END**
Hands-on with the
new versus modes

DETROIT
David Cage rebuilds
Kara for PlayStation 4

**DEUS EX
MANKIND
DIVIDED**
Making sense of its
new augmentations

FALLOUT 4
Explosive success or
nuclear waste?

**CALL OF DUTY
BLACK OPS III**
Operators are
standing by...

- 6 60 PS4 Tips, Tricks & Fixes
- 14 Everything You Need To Know: Battleborn
- 20 Indievelopment
- 48 Hot Topic: PS Now
- 50 How Hardcore Are You?
- 54 Ten Of The Best Detective Games

- 22 Uncharted 4: A Thief's End
- 26 Detroit
- 28 Gran Turismo Sport
- 30 Horizon Zero Dawn
- 32 Just Cause 3
- 34 Deus Ex: Mankind Divided
- 36 Street Fighter V
- 38 Dreams
- 40 Wild
- 42 Cyberpunk 2077
- 44 Preview Round-Up

- 56 Fallout 4
- 60 Need For Speed
- 62 Call Of Duty: Black Ops III
- 64 Assassin's Creed Syndicate
- 66 BlazBlue ChronoPhantasma Extend
- 68 Guitar Hero Live
- 70 WWE 2K16
- 72 Wasteland 2: Director's Cut
- 74 Yakuza 5
- 76 Divinity: Original Sin
- 78 Review Round-Up

PLAY+ PLUS

- 82 Interview: Black Ops III
- 84 Extended Play: Guitar Hero
- 86 Join The Play Community
- 88 PS Plus Trophy Guide
- 90 How To Get Multiplayer Right
- 92 Pro Gaming 101
- 94 Playlist

FOR BACK ISSUES AND BOOKAZINES GO TO...
 imagineshop.co.uk
SUBSCRIBE NOW
 and save 50%
 TURN TO PAGE 46

60 PS4 TIPS, TRICKS & FIXES

Get the most out of your PlayStation 4 by exploiting all of its great new features and best-kept secrets





ORDER YOUR PS4 AROUND

People don't realise that you can control your PS4 using voice commands. We're sure a lot of you are regularly playing games with a headset, in which case you're already set up to start using them. Ensure 'Operate PS4 With Voice' is enabled in your system settings, say "PlayStation" to make your PS4 listen, and then you can order it about to make navigation swifter by ordering it to take you to your Library, the Home screen, *PES 2016*, or whatever else you fancy.

TAKE YOUR SAVES ANYWHERE

Cloud saves have always been great in theory – you've always got an online backup, and you can easily get to your save when you're playing elsewhere. It's just become a lot more practical, though, now that the storage limit has been upped from 1GB to 10GB. You can enable auto cloud saving in Application Saved Data Management in the Settings menu, provided you've got PS Plus.

DOWNLOAD ON THE GO

The PlayStation app is useful to have installed on your phone. You can arrange a game session with your friends though messages while out and about, for example, or buy a game in the store and have your PS4 download it ready for when you arrive back home.

IMPROVE YOUR SCREENSHOTS

In the PS4's 3.0 update, Sony added the ability to take higher quality PNG screenshots. To switch from the default JPEG format, go to the Share screen, select 'Share Settings', 'Screenshot Settings' and then 'Image Format'.

Test Connection Speed

Result: Too Slow

Your Internet connection speed is not sufficient for Share Play. Share Play cannot be started.

Test Again

OK

Friends

Search

All Friends 4

Favourite Groups

Communities 2

Following

Now Playing

Players Met

Friend Requests

Discover Communities

Create Community

	PES UK 28 Players Pro Evolution Soccer 2016 English UTC+00:00		Owner
	Play Mag UK 150 Players English UTC+00:00		Moderator

Enter Back

△○× If you see this screen, you'd do well to ignore adverts for 'FREE FAST WI-FI' in the future...

△○× Make sure you join us on the awesome Play Community!

SORT YOUR CONNECTION

Are you using wireless internet when you've got a perfectly good wired option available to you? Why? Get it sorted and connect your PS4 up to your router directly with an Ethernet cable if you can – you'll generally get faster download speeds and less lag while playing online.

JOIN A COMMUNITY

The PS4's new Communities feature allows you to connect with other players who share the same interests. Anyone can set up a group based around a game, a genre, or whatever else you want. Once you're in a Community, you can jump into Community parties, share screenshots and chat on the Community's wall.

PICK YOUR FAVOURITES

Since the 3.0 update, you've been able to 'favourite' groups of players. This is really useful if you've got a crew of friends you normally play a particular game with. You can have a favourite *Destiny* group, for example, which just makes organising your play time a whole lot easier.

TYPE MORE QUICKLY

You can use both motion control and the touch pad to type on your PS4. That might seem a bit pointless at first, but once you get the hang of it, it's typically faster than typing with the D-pad, saving you time when typing out messages to friends or trying to get a quick quip out during a *Rocket League* match.

SORT OUT YOUR SOUND

A good sound setup can make all the difference, particularly when you're playing online. A surround sound system or a good headset will allow you to hear what direction footsteps are coming from in an FPS, for example, ensuring your foes don't get the drop on you.

PLAY YOUR PS4 REMOTELY

If you've got a Vita, you've got to give Remote Play a try. If you're doing it for the first time, you'll need to add your Vita as a device on the PS4. Once you've done that, you can just use the PS4 Link app on the Vita to connect to your PS4. That means you can play PS4 games on your Vita while someone else is using the TV.

GET FOLLOWING

In a Twitter-like fashion, there are now PSN users with accredited profiles that you can follow. These include the likes of renowned developers, pro players and key Sony execs. Here are five we think you should follow...

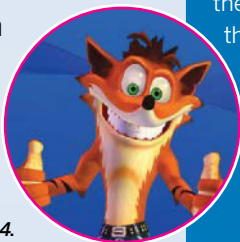
Brigadier_Spoof

Capcom's fighting community manager Matt Edwards is pretty good at *Street Fighter* so why not follow him to pick up some tips while he is playing the *Street Fighter V* beta?



N-DOG_Twitch

While the account looks like it doesn't have much activity, Naughty Dog uses this profile for Twitch streams, so it's worth following for upcoming streams on *Uncharted 4*.



SonySantaMonica

If, like us, you are waiting eagerly for a new *God Of War* – or even just some news on the series – make sure you give Sony Santa Monica a follow for future updates and/or streams.



Yosp

Who wouldn't want to follow PlayStation boss Shuhei Yoshida? He's just so lovely. Shu, weirdly, has two accounts and on one of them he has the *Bloodborne* Platinum.



DeathStryker

For any updates and (we hope) streams of the astounding *Horizon Zero Dawn*, you should try following the game's very own senior producer, Guerrilla's Mark Norris.



CONTROL WHO KNOWS WHAT

You can control your privacy settings from PlayStation 'Network/Account Settings' in the PS4's Settings menu. This is useful if you want to hide the fact that you are getting some easy Trophies from *Hannah Montana: The Movie* from your friends.

CUSTOMISE YOUR HEADSET

Do you have Sony's 2.0 Pulse headset? Then you need to download the app that goes with it. While you can fiddle about creating your own EQ settings with the app, the best thing about it is the option to grab preset sound modes tailor-made for specific games like *The Last Of Us* and *Destiny*.

MAKE YOUR PS4 HAL 9000

If you've got a PS4 camera, head to your login setting and enable face recognition. Once you've calibrated the PS4 to recognise your face, you'll be logged into the PS4 whenever you turn it on. It's useful if you've got a lot of profiles, but more importantly, makes you feel like you're in the future.

RECORD YOUR OWN VIDEOS

By default, the PS4 has HDCP enabled, which prevents you from using capture kits to record your own video straight to a computer. Fortunately, you can easily turn it off. Go into the PS4's settings, select 'System' and then untick 'Enable HDCP'.

TAKE ADVANTAGE OF DOWNTIME

Head into your PS4's setting, select 'Power Saving Settings' and then 'Set Functions Available In Rest Mode'. From there, you can set up your PS4 to download updates, charge your controller via USB or suspend games so you can skip load times next time you boot up your PS4 from Rest mode.

BACK UP YOUR PS4

Having your PS4 break is bad enough, but losing all the data saved on it makes it even worse. That's why it's worth backing up your PS4 now and again in case anything goes wrong. To do so, connect a USB storage device, go to 'Settings', 'System', 'Back Up And Restore' and then select 'Back Up PS4'.

"IT'S WORTH BACKING UP YOUR PS4 NOW AND AGAIN IN CASE ANYTHING GOES WRONG"

Back Up and Restore

- Back Up PS4
Back up applications and data to a USB storage device.
- Restore PS4
- Delete Backup Data

System

- System Information
- Automatic Downloads
- Voice Operation Settings
- Limit Number of Content Items on Home Screen
- Enable HDMI Device Link
- Enable HDCP
If you turn off this setting, some applications cannot be used.
- Report System Software Errors Automatically
- Back Up and Restore

Privacy Settings

- Sharing Your Experience
Let others see what you are doing on PlayStation™Network.
- Connecting with Friends
Let other players find and contact you.
- Managing Your Friends List and Messages
Manage how others can view and contact you.
- Protecting Your Information
Manage how other players see your personal information.

AOX Sometimes, there are things you just don't want other people to know about...



SPREAD THE LOVE WITH SHARE PLAY

Being able to virtually pass the controller to a friend is a pretty cool feature of the PS4. To do that, hit the Share button on your DS4, choose the 'Start Share Play' option and then invite whichever friend you want to play with. They can then see your screen and you can even give them control so that they can play instead of, or with you. Just don't be an idiot and Share Play with randoms you meet online who will probably delete all your saves as soon as you give them control.

SIGN UP FOR EVENTS

The new Events tab on the PS4 is a gateway to get involved in online competitions, announcements, and key Sony conferences like PlayStation Experience. Sign up for an Event and you'll get a reminder when it is about to take place.

FIX YOUR NAT TYPE

There are three NAT types in total. Type 1 is Open, meaning you can connect with more or less any other players easily. If you're on Type 2 (Moderate) or 3 (Strict), you'll need to fiddle with your router settings – the easiest way to fix this issue is to set up your PS4's IP address as a DMZ, if you can.

GET ON PS PLUS

This is an excellent service. If you can afford the £40 a year, we'd recommend it. The save storage and special discounts are useful, but it's the games you get as part of the service that really make it worthwhile. Generally speaking, you'll get two or three PS4 games, two PS3 games and a couple of Vita games every month. Sure, not every game will be to your taste, but we've played more than enough excellent games through Plus to know it is worth it.

Notifications

Who actually enjoys Party notifications anyway?

- ☒ Display Pop-Up Notifications
- ☒ Messages
- ☒ Friend Requests
- ☒ Activities
- ☒ Invitations
- ☐ When Friends Join a Party
- ☒ Trophies
- ☒ Game Alerts
- ☒ Downloads

TRACK YOUR STATS

If you're looking to up your game online, or just fancy perusing your stats, there are a number of potential ways of doing that. Destiny Tracker, for example, is a great way of delving in to all the key statistics related to your characters. You can probably find an equivalent for whatever game you're interested in to have at your side on a phone or tablet while you are playing.

USE PARTY CHAT

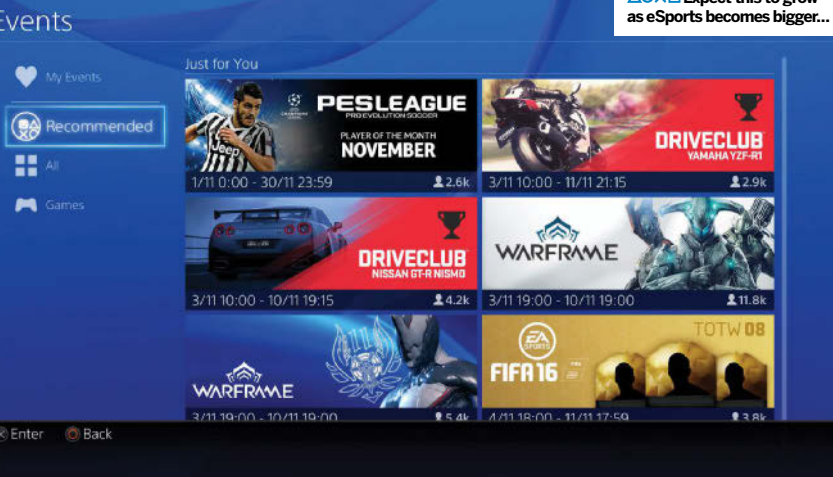
You're almost always better off using Party chat over in-game chat. It's generally more stable, better quality, and, perhaps most importantly, you don't have to listen to random morons shouting abuse at you. With Party chat, it's just you and whatever friends you choose to invite along for the ride.

INTERACTIVE STREAMS

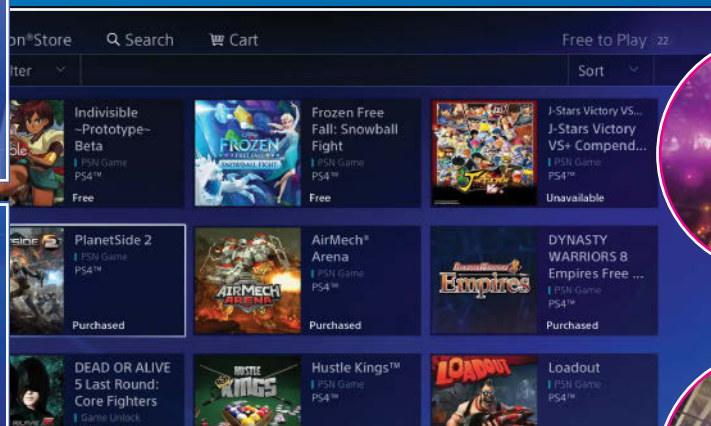
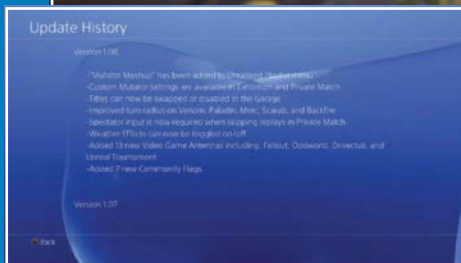
A number of PS4 games allow viewers of a stream to interact while you're playing on Twitch. With *Dead Nation*, for example, viewers can periodically vote on whether to make the game easier or harder, slowing you down, or making enemies tougher. Even *Tomb Raider: Definitive Edition* has a feature where your viewers will help decide whether Lara lives or dies. It's a really fun feature and it is a shame more games don't take advantage of it.

“BEING ABLE TO VIRTUALLY PASS THE CONTROLLER TO A FRIEND IS A PRETTY COOL FEATURE OF THE PS4”

Expect this to grow as eSports becomes bigger...



△○×□ BONUS TIP: you can remap controller buttons from the dashboard for more comprehensive tweaks than most games allow.



GET SOME PLATINUMS

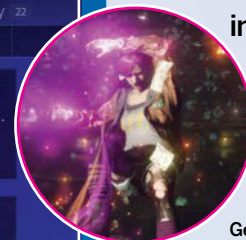
Want to boost your Trophy collection with some shiny Platinitums? Are you lazy and don't want to put too much effort into those Platinitums? Well, we're here to help: here are five easy Platinitums for games that are also quite fun to play...

The Walking Dead



Telltale's brilliant episodic title has to be the easiest Platinum ever. Play the game though to completion and you get the Plat. Simple. The same applies to *Tales From The Borderlands*.

inFamous: First Light



Getting the Platinum for what is an essentially lite version of *inFamous: Second Son* is more about having the patience to collect things than it is about skill. Get ready to fetch stuff.

Rocket League



Driving 500 kilometres is the only grindy trophy in *Rocket League*. Finish the training and a single player season and you'll unlock most of the rest naturally while playing the game.

Grim Fandango



Give this revived classic adventure game a second playthrough with a guide and you'll have absolutely no problem picking up the Platinum. It's also witty and quite enjoyable.

Lego Marvel Super Heroes



This is a game where you'll clear up most of the Trophies simply by playing through the game. Then you just need to go back and clear up the few that are left.

TWEET YOUR GAME CLIPS

Update 3.0 added the ability to upload short ten-second video clips straight to Twitter. Perfect for sharing an epic *Rocket League* goal or a particularly impressive kill in *Call Of Duty: Black Ops III*.

MAKE YOUR CONSOLE PRIMARY

Have accounts from multiple regions? Set up the console as your 'primary PS4' on each of them and you can access all content with any of the accounts. This also works with PS Plus games downloaded from free foreign trials or temporary subs, letting you play them on any Plus-enabled account you may have.

MANAGE PARENTAL SETTINGS

If you want to cast a protective arm around your younglings, go to the PS4's Settings menu and then select 'Parental Controls'. From here, you can set up a sub-account for your kids where you can restrict access to certain content and features.

SPEED UP YOUR DOWNLOADS

A quirk of the PS4 is that pausing a download for a few seconds and then resuming it can speed it up. Nobody seems to know why it works, but the fact is that it does, so it's certainly a trick worth knowing.

CHECK PATCH NOTES

Having the ability to see exactly what has changed when a new patch hits is useful. Knowing which guns have been nerfed in a shooter, for example, can give you the edge online. Simply hit Options over the game you want to check and you'll see this feature in the pop-up menu.

GRAB SOME FREE GAMES

There are a few of free-to-play games that are worth checking out in the free-to-play section of the store. Among these are the first episode of *Tales From The Borderlands*, *Planetside 2*, *Dead Or Alive 5*, and *Loadout*, to name a few.

GET THE BEST APPS

Sony has gradually been improving its offering of apps since the PS4 launched and will hopefully continue to do so. These are five of our favourites but for some reason, All 4 (basically 4OD) is available on PS3 but not on PS4...

Netflix

You need to be a subscriber to this streaming service, of course, but if you are, who wouldn't want access to that excellent library of TV shows and movies on their PS4?

NETFLIX

Spotify

Perhaps our favourite thing about this PS4 app is that you can use it to play music while you're in a game. Some titles will even mute their soundtrack while Spotify is running, which is neat.



PlayStation Music

FEATURING



ShareFactory

If you need to edit some of your gameplay videos together, you'll find that ShareFactory is a surprisingly flexible and easy-to-use editor complete with useful (and sometimes weird) idents.



SHARE factory

BBC Sport

If you want an overview of what's happening in the world of sport, the BBC Sport app is a great way to get it. We like the way they theme up the app for special events like the World Cup, too.

BBC SPORT

WWE Network

Again, like Netflix, you'll need a subscription, but if you have one, the WWE Network app is a great way of watching the company's special events on your PS4. It's essential for wrestling fans.



Broadcast Gameplay

Which service do you want to broadcast on?

Twitch

YouTube

USTREAM

Gameplay you broadcast may include personal information of yours or other players, such as real names, online IDs, text chat and voice chat. You should have other players' permission before you broadcast gameplay containing their personal information.

Enter Back

Paul Walker-Ernig

While streaming is simple, you've now got far more options.

CUSTOMISE YOUR STREAMS

Sony has gradually been improving the streaming functionality offered by the PS4. For one, you now not only have the option to stream to Twitch and Ustream, but to YouTube as well. Once you've decided where you want to stream, you can customise whether you want to use your camera and mic and, in the advanced settings, whether you display a message to viewers. Make sure you change the quality of your stream depending on your connection, too – people aren't going to watch if you don't have a smooth stream.

MEDIA PLAYBACK

Sony has vastly improved the PS4's media playback functionality since its release (when it couldn't really do anything). The PS4's media player now supports MP3 (hurrah!), MKV, AVI, MP4 and JPEG formats, as well as several more.

SET UP FOREIGN ACCOUNTS

What is one to do when *Guilty Gear Xrd -SIGN-* is out months early in the US? Or when the first *PES* demo is up in Australia and you can't play it yet? Easy – you simply set up a foreign account. We've got access to a whole load of stuff we wouldn't be able to otherwise through Japanese, US, and Australian PlayStation accounts.

SAVE ENERGY

If you're looking to save energy, there are a number of easy ways to reduce the power consumption of your PS4, such as these...



1 To dim your Light Bar, hold down the PS button to get to your Device Settings and turn down the brightness of the light – it's actually effective.

2 Head to your PS4's settings and Power Saving Settings and you'll find a number of options to turn your PS4 off after being left idle.



3 Turn your PS4 off rather than putting it into standby, or limit what it does in rest mode – you can turn off USB charging, for example.

4 Let's be honest, the PS4's speaker is annoying when it is used anyway, so you may as well turn it off via the Device Settings menu.

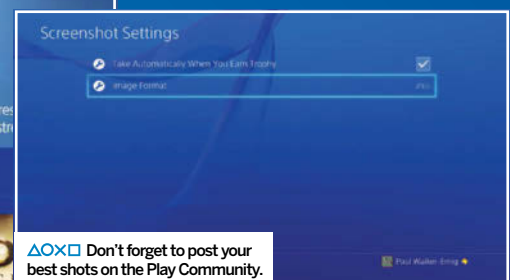
Freedom to play as much as you want

Subscribe to PS Now to get unlimited access to a great selection of games for just £12.99 a month.

✓ 100 Games ✓ All You Can Play

[Start Free Trial](#)

“YOU CAN GET A FREE TRIAL OF PLAYSTATION NOW, SO IT'S WORTH GIVING IT A SHOT.”



Don't forget to post your best shots on the Play Community.

GO PRO

Okay, it hasn't quite made its way to these shores yet, but we're excited enough about PlayStation Plus League that we need to tell you about it. As you can probably guess, it is an eSports service being run by PlayStation that allows you to compete in competitions in games like *Rocket League*, *Street Fighter*, *Driveclub* and *PES 2016*. Even better, you can win real cash!

CUSTOMISE YOUR PS4

If you're the type of person who likes to customise stuff, you'll want to personalise your PS4. Now you can now get official faceplates in neon orange, aqua blue, red and glacier white. Gold and silver are coming later, but we're also hoping for some more game-specific faceplates in the future.

GET PS NOW

PlayStation Now is the name for Sony's streaming service that allows you to play PS3 titles on your PS4. Sony is planning to add PS4 titles, but for now it's a decent workaround to get backwards compatibility on the console. You can get a free trial of PS Now so it's worth giving it a shot. Just remember to cancel your subscription after the trial period is finished if you don't get on with it.

STOP THOSE RUBBISH SCREENSHOTS

Since Sony added the curious feature where the PS4 takes a screenshot every time you get a Trophy, we've not had a single decent image out of it. Instead, it just fills up our PS4's hard drive with rubbish. You can disable it by going to the Share menu and turning it off in Share Settings.

GET MORE STORAGE

Thankfully, Sony has designed the PS4 to allow you to put in your own hard drive easily. Do a bit of research to make sure whatever hard drive you're looking at is compatible – at a base level, it should be a 2.5-inch SATA hard drive and under 9.5mm tall – and you can whack in a 1TB or 2TB drive to up your capacity.

MAKE YOUR PS4 FASTER

We can't vouch for this as an official fix, but a lot of people claim their PS4's have been significantly sped up by rebuilding their databases. You can do that by holding down the PS4's power button (when the console is off, of course) until you hear two beeps. Your PS4 will then enter Safe Mode, giving you the option to rebuild the database.

GET IN ON BETAS

Betas are becoming increasingly regular on PS4. We've found that after signing up for first party betas, we've automatically been added to lists for future betas. Get it done yourself and you're more likely to be playing future releases before everyone else on PS4.

CUSTOMISE YOUR NOTIFICATIONS

Don't you just hate it when you're in the middle of a dramatic scene in a videogame and a spammy notification pings up in the corner, spoiling the moment? Well, if it keeps happening you've only got yourself to blame, because you can customise your notifications by going into 'Settings' and selecting 'Notifications'. First thing we did was turn that bloody annoying 'When Friends Join A Party' notification off.

EVERYTHING YOU NEED TO KNOW ABOUT

BATTLEBORN

What exactly is this bizarre blend of FPS and MOBA? Well, with a little help from developer Gearbox, we give you the answer...

1 IT'S GEARBOX

At the helm of *Battleborn* is Gearbox Software, the team that brought us the critically acclaimed *Borderlands* series and the critically panned *Aliens: Colonial Marines*. We just hope that we get *Borderlands* Gearbox with *Battleborn* and not *Colonial Marines* Gearbox. Seeing that there are a few similarities between *Borderlands* and *Battleborn*, not to mention the resources and focus the developer seems to be diverting to the game gives us hope that it will be the former and not the latter.

2 IT'S A MOBA

Gearbox may be being very careful about the extent to which it concedes that *Battleborn* is a MOBA, lest it turn people off due to the genre's reputation for complexity (and perhaps its toxic players), but the influence is undeniable. With modes based around capturing towers, AI creeps, leveling within each game, and a large roster of distinct playable 'heroes', Gearbox can tell us that *Battleborn* isn't a MOBA as much as it wants – we can see the fingerprints of the genre all over it.

3 BUT IT'S ALSO A SHOOTER

Having noted the strong MOBA influence of *Battleborn*, it's important to note that it *is* still a shooter at heart. "What I want to make *really* clear is that *Battleborn* is a first-person shooter," creative director Randy Varnell tells us. "Shooter is a weird word, yeah – we've got people with swords and axes and magic and stuff – so you're not shooting everything, but it plays as an FPS," he explains. "You play from a first-person perspective and you use controls that are very comfortable to that genre."

4 HERE'S WHAT RANDY SAID...

If that description of *Battleborn* isn't enough for you, how about this one busted out by Gearbox head, Randy Pitchford, on Twitter: "*Battleborn* is: FPS; hobby-grade coop campaign; genre-blended, multi-mode competitive eSports; meta-growth, choice & epic *Battleborn* heroes!" Perhaps we should just politely ask Randy not to open his mouth when he's trying to eat word soup in the future. Thanks, buddy.



5 ON-THE-FLY PROGRESSION

Battleborn has got a bit of MOBA in it in the way that you quickly level up. In this game, it's called the Helix system. "Every game starts you at level one and you'll level up to level ten," Varnell explains. "Every time you get a level, you'll get to choose one of two abilities – each path is themed towards a certain build, but you can mix these to suit your play style."

6 THERE ARE DIFFERENT MODES

"Capture is a mode designed for players more used to shooting games," Varnell explains. "You've got to hold positions; the longer you do, the more score you get. In Meltdown, one of the AI in the universe who was in charge of minion recycling has gone berserk, and fancies himself as a god, and demands that you sacrifice him minions to earn his appeasement. He'll give you points for recycling robots, which means you have to escort them through recycling gates."

7 HEROES ABOARD

Battleborn has a large roster of heroes to choose from. Gearbox has talked about *Battleborn* being a bit like a fighting game in that respect (or, you know, a MOBA?) in that it wants those characters to have very distinct play styles. This includes melee characters like Phoebe, who has a teleport ability that helps her close gaps on enemies, and a high society robot butler called Marquis who wields a sniper rifle/revolver/cane thing.

8 THE CAMPAIGN IS CO-OP

While competitive multiplayer is the focus for *Battleborn*, it does still have a story mode. The campaign will be objective-driven and it will have a narrative attached to it. Whether it will be a version of the game's multiplayer modes but with AI instead of real players or a vastly different experience isn't entirely clear just yet. As well as playing the campaign alone, you can also play it cooperatively with up to four friends – like with *Borderlands*, we imagine that will be the best way to play it.

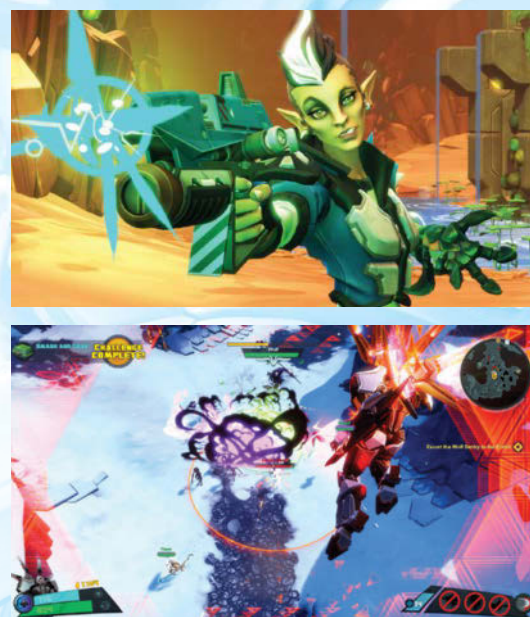


ΔOX□ Ambra's solar-based powers let her do stuff like this.

"EACH PATH IS THEMED TOWARDS A CERTAIN BUILD, BUT YOU CAN MIX THESE TO SUIT YOUR PLAY STYLE"



ΔOX□ We like the fact that *Battleborn* is vivid and colourful, similar to *Borderlands*.



9 IT LOOKS LIKE A NEW GAME

"That's all Scott Kester, our art director," says Gearbox VP Steve Gibson. "He really art directed the hell out of this game! He was lead character design artist on *Borderlands*, and you put that guy in charge of art for the entire game and this is what you get. We needed an art style that would suitably feel right for all these character classes, and would make everything *belong* in this one setting."

10 THE SCENE IS SET

"In *Battleborn*, the story is this: there's one star left in the universe," Varnell tells us. "Stars have a lifespan. If you go millions (or billions) or years into the future, then all the stars will have burned out, right? The entropy will spread out and we'll all perish. *Battleborn* looks into that, but we've added the idea of an dark force which adds insult to injury by consuming and destroying the universe's stars... and now we're down to *one* star."

11 GEARBOX HAS DONE IT BEFORE

"We've lived through a similar transition when we went from *Brothers In Arms* to *Borderlands*," Gibson replied when we asked about making the transition from *Borderlands*. "*BIA* won all kinds of awards and everyone was like, 'What the hell are you doing, make more *Brothers In Arms*?' when we announced *Borderlands*. This is our third time on this rodeo and we're used to how it goes now."

12 YOU'RE GOING ON A RAMP

Gearbox says that the game's maps will be a real treat for our eyes, set as they will be in an array of diverse terrains. There will be levels coated in snow, there will be forgotten temples, thick jungles, arid deserts and so on. That variety should make the game a little more interesting to play and should serve as a nice backdrop to the inevitably chaotic battles that we will be taking part in.

13 IT'S 5V5

Battleborn will split players into teams of five. Gearbox's reasoning for this is that it wants to encourage players to work together, something that can be hard in games with large teams. It's something we've seen work well in the likes of *Rainbow Six* and we think it makes sense for *Battleborn*. Using abilities in concert should have a noticeable impact in a game that's not flooded with other players.

14 IT'S GOT CREEPS

Battleborn's MOBA influences show once again in the inclusion of creeps. For those of you not versed in MOBA speak, these are weak AI characters that fight for both teams. You'll want to take them out not only to stop them moving towards your base, but because killing them will help you earn the XP you need to upgrade your character's abilities, making you better equipped to deal with human players.

15 SPIDER MECHS ARE COOL

As far as we can tell, the gigantic spider mechs that you'll see in *Battleborn* function very similarly to towers or turrets in MOBAs – to put it simply, you need to destroy your enemy's mech and protect your own to win. However, the difference here is that they are not a static building, but huge moving robots. All we know for sure is that we like the idea of shooting gigantic spider mechs.

16 THERE ARE TWO RANKS

There are two ranking systems in *Battleborn*. Each hero has a character rank that ranges from one to ten and one which you can level up outside of missions and matches. These give you more upgrade options in match and additional skins for each character. Command rank is related to your player profile. Levelling it up unlocks new badges and titles for your profile.



THE GAME'S MAPS
WILL BE A REAL TREAT
FOR OUR EYES

HALL OF HEROES

We take a closer look at some of Battleborn's heroes



△××□ In situations like these, you'll want good teammates backing you up.



AMBRA

A member of the Jennerit faction, Ambra is a sorceress that uses solar powers to deal damage to enemies. Her strengths are in speed and power.



ISIC

Very high health makes the robotic Isic a potentially tricky target to deal with. He can also overcharge his attacks to deal extra damage.



MONTANA

Gearbox describes Montana as someone who likes to clothesline bears – we like this guy already. His Hearty Constitution ability allows him to soak up damage.



PHOEBE

As a sword-wielder, you'll generally have to get up close and personal when you play as Phoebe – fortunately, she has the ability to teleport.



ORENDI

This member of the Rogue faction compensates for low health with power and speed, meaning you can dish out damage quickly with this magic-slinger.



OSCAR MIKE

As a former clone soldier with a helmet that covers his face, we've decided Oscar Mike is *Battleborn's* Boba Fett. He looks like an accessible all-rounder.



BATTLEBORN BY NUMBERS

1,024
Unique perk
variations
per hero.

5
Alternate skills per hero.

25
Total number of
playable heroes in
Battleborn.

6,375,600
The amount of team combinations you can make when
playing *Battleborn*'s campaign mode.

17 THERE'S A TRAITOR

This invading faction that is trying to destroy the last remaining star in *Battleborn* is being aided by one of your own: Lothar Rendain. "He originally fought against these invaders but was eventually offered a Faustian pact – a deal with the devil – and was promised to be spared by the darkness if he turned against his own civilization," Varnell tells us. "Rendain is the face of this enemy entity you'll be set against – the face of this darkness."

18 IT'S GOT LOOT

We shouldn't be surprised that the developer behind the *Borderlands* system is including loot in *Battleborn*. "As the makers of *Borderlands*, there's no way we can release a game without some sort of loot system anymore," says Varnell. "When you complete a match, you're going to get credits. You can spend these to get gear packs, from common to rare. The loot inside is random every time, and can give you perks and buffs."

19 SPLIT-SCREEN

Though the focus of *Battleborn* is online, the game will support split-screen for those of you who prefer playing with friends in person. "It's central to us at Gearbox – we've come forward from the very beginning of *Battleborn* with that in mind," Gibson says. "Not doing that is an oversight that a lot of developers can miss. You need to think about it from the beginning – it's difficult, but important."



"THE PLAN IS THAT IT BREAKS A FEW TIMES BEFORE WE CAN FIX IT"

20 BALANCING IS TOUGH

"When you play *BIA* or *Borderlands*, you're playing solo or co-op, and the PvP in *Borderlands* was a fun sideshow. For *Battleborn*, we had to build it knowing that we'd use the Shift Golden Key system to constantly balance and track [telemetry]. That's the thing we're testing most – the plan is that it breaks a few times before we can fix it," Gibson says.

△×□ We don't know what that giant robot head is, but it looks badass, so we're happy.

22 IT'S A SPORT

When you hear Gearbox talking about *Battleborn*, it is clear that it has eSports in mind ('eSports' was one of the words Randy Pitchford used in that wordmess he deployed earlier). Of course, you can't just decide that your game will take off in eSports. That's down to the quality of the game, its depth, balancing, and a whole array of other factors.

24 IT'S GOT FACTIONS

There are five factions in *Battleborn*. There's The Last Light Consortium – a cybernetic power; The Eldrid – a naturalistic order; The Rogues – a group of misfits; The United Peacekeeping Republics – an affiliation of civilizations banded together; and The Jennerit Imperium which led the fight against the evil Vareisi but has now turned evil.

23 STREET FIGHTER IS AN INFLUENCE

"When I joined Gearbox, I started playing the hell out of *Street Fighter*: every day at 5pm, it's game time at Gearbox," Gibson tells us. "We'd get together and play *Street Fighter*. We did this for a year. The amount of influence from *Street Fighter* is a lot stronger in *Battleborn* because of that... it's the things that you're playing that get through, right? They sink in."

25 THE RELEASE DATE

We already know the release date for *Battleborn* (presuming there are no more delays). The game is set to release on 3 May 2016, having recently been delayed by three months. With *Uncharted 4*, *Deus Ex: Mankind Divided*, *Street Fighter V*, *No Man's Sky* and a whole lot more scheduled for next year, 2016 is looking pretty damn good for PS4!

21 PS4 FIRST

As is becoming something of a trend, it is PS4 players that will get the opportunity to play *Battleborn* first. That will be in the form of an open beta which is coming to PS4 first. We don't yet have an date for the open beta, but Gearbox says that it will be coming in early 2016. If you're not sure about *Battleborn*, this will be a great opportunity to give it a try.

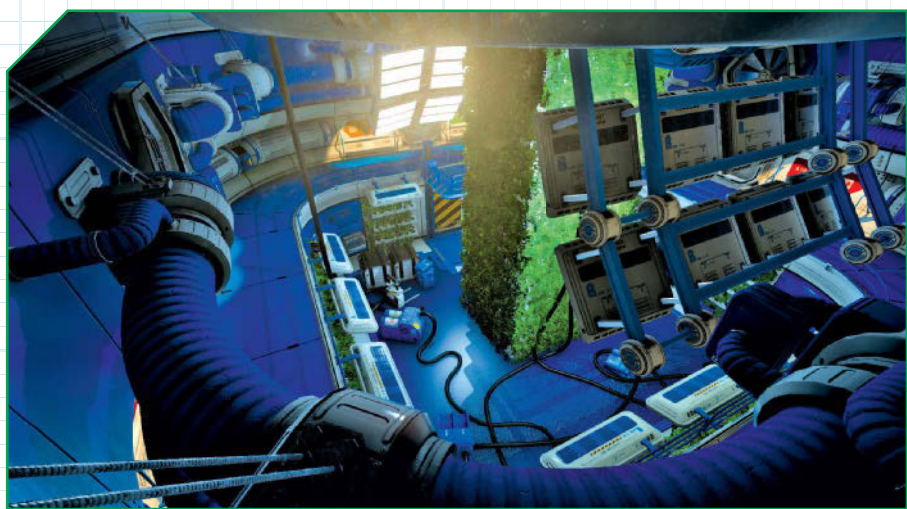
INDIEVELOPMENT

Our indie expert Paul Walker-Emig delves into the exciting, strange and intriguing world of indie development to pick out the best of what's coming to PlayStation



WE WERE IMPRESSED enough by *Apotheon* on PS4 that we always had some interest in what the team would do next. Well, having now had a look at AlienTrap's exciting new project, **CRYPTARK**, we are even more intrigued. The game is a 2D shooter with a little bit of bullet hell thrown into the mix. You play as a mercenary that earns cash by taking out gigantic alien ships. That involves infiltrating those huge alien structures populated with turrets, combat drones and so on, in order to try and take out the central core. One thing we really like about the game is that you have a certain amount of freedom in how you tackle those structures. The core will be heavily defended, so to make it easier to destroy, you can first visit other areas of the ship to knock out shield generators, security systems, turret controllers, and so on. There's something really appealing about that process of weakening core defences before engaging in a final assault to bring in your bounty. In terms of how it plays, *Cryptark* looks like a really fast-paced and responsive twitch shooter. Add

△×□ *Cryptark's* stages are procedurally generated, so expect to face a different challenge every time you play.



in ship upgrades and custom loadouts and we hope that it will have depth and variety to offer alongside satisfying shooting when it hits in 2016.

Also expected in the early part of 2016 are the first wave of PS4 games for PlayStation VR. No doubt Sony will have plenty of first-party games prepared for launch to encourage us to jump head-first into virtual reality, but there are also a few indie developers ready and waiting on the frontline. One such team is Mindfield Games, who are working on a virtual reality game called **POLLEN**. The game is set in an abandoned research station in space. It is evident that something has gone wrong there and you need to find a way to escape by exploring the station and solving puzzles. The game has a

emphasis on story, so a large part of it will involve finding out about the station's crew and what happened to them. We don't think that *Pollen* is a horror game, but there is something eerie about its dark, empty corridors that is only going to be enhanced by the fact that you'll be wearing a VR headset placing you right in that world. We don't yet know how complicated the game is in terms of its puzzles, but as a VR experience, *Pollen* is looking like a tense title that does a good job of leveraging the immersion that VR can offer.

We're staying in space with our next game, multiplayer space shooter **DEAD STAR**. This top-down shooter is set in the wastelands of space where criminals are sent to struggle for survival as they fight over scraps of technology that





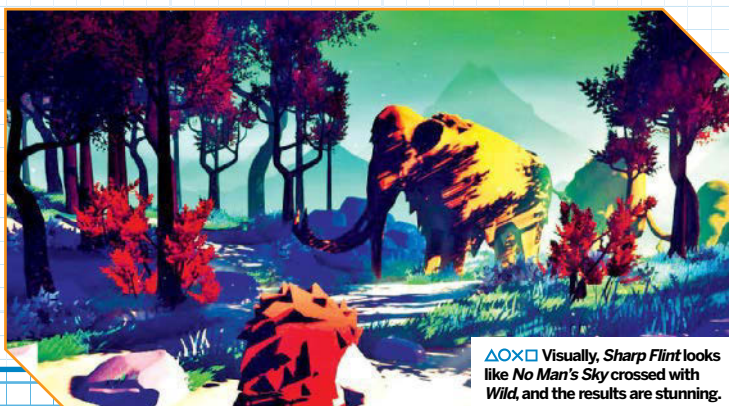
they can scavenge around the titular Dead Star. Fighting other players for supremacy will require you to master mechanics which developer Armature says are based on simple arcade combat. Complexity is added by the fact that you can choose from a variety of ships geared towards different play styles, and the fact that you can take different roles in combat, from focusing on base upgrading, though to a more offensive role based on control point capture. For the most part, we like what we've seen of the game so far. The only element we're not sure about at this stage is the procedural map generation – we tend to think that multiplayer games benefit from maps that are designed, so as to ensure that they are balanced. Still, we look forward to seeing how the game plays, not to mention finding out more about Armature's teased to-be-announced game mode where it intends to try something "a little crazy" by allowing players "to



△×□ Lasers are all the rage again now that we are all playing *Star Wars Battlefront*.



“WE DON'T THINK POLLEN IS A HORROR GAME, BUT THERE IS SOMETHING EERIE ABOUT ITS DARK, EMPTY CORRIDORS”



△×□ Visually, *Sharp Flint* looks like *No Man's Sky* crossed with *Wild*, and the results are stunning.

dynamically impact live, ongoing player matches in a unique and exciting way.”

Let's bring things back down to earth with the beautiful **SHARP FLINT**. The game is very early in production so unfortunately a PS4 release can't be 100 per cent guaranteed at this stage, but we hope you'd agree that it's something that would be great to see. *Sharp Flint* is a colorful and stylish survival game that's all about hunting the giants of the Paleolithic period. You might feel a pang of guilt about spearing a majestic woolly mammoth, but this is a game that's about the pressures of survival – your character needs to eat, so if you don't find the resources you need to survive, then you're just not going to make it. We've been eager to see some survival games that are just about surviving the wilderness and *not* about avoiding zombies and *Sharp Flint* looks like the perfect game to scratch that itch.

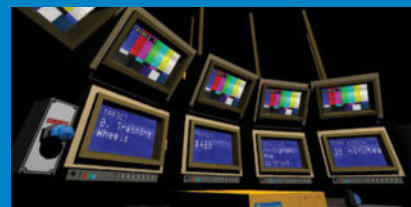
FUNDED DE MAMBO

PLATFORMS: PS4, PS3, VITA
ETA: JUNE 2016



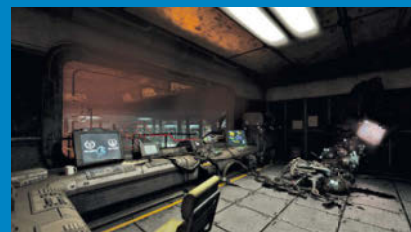
This *Super Smash Bros.*-inspired platformer developed during a series of meetings in a Premier Inn lobby is the definition of simplicity. There is only one button for attacks. Depending on how long you hold it down, you will unleash one of three moves – a quick poke, a spin, or firing off a volley of shots. You've got to use those moves to knock your opponents out of the level (which you can also smash to pieces).

WISHLIST QUADRILATERAL COWBOY



You may remember in issue 262 we sung the praises of *else.Heart.Break()* while wondering if it would ever come out on PC, let alone PS4. Well, emboldened by the fact that it has suddenly released on PC, we've picked another game that's been in development wilderness. *Quadrilateral Cowboy* is a game about hacking where you have to dabble in a little code. It could do with some shortcuts on console, but if it could be made to work, we'd love to see it on PS4.

IF YOU LOVE... ALIEN: ISOLATION



If you can think of nothing better than a combination of sci-fi and fear, then we suggest you give *Soma* a shot.

GRAB SOME NEW GUNS

Like in *Counter-Strike*, you'll earn cash for kills, assists and other actions which can be used to upgrade your arsenal on the fly. Abilities can be upgraded, too.

TOO OLD FOR THIS SHIT

The downed state from *The Last Of Us*' multiplayer component is carried over, meaning that allies can be picked up and vulnerable foes need to be finished off fast.



A CLASS ACT

It seems as though characters will fit into certain class roles, making each proficient in different fields. Fingers crossed Donut Drake is a heavy...

△OX□ Why would anyone ever choose to play as this guy when you can be Drake?



ETA 18 MARCH 2016 | PUB SONY | DEV NAUGHTY DOG | TWITTER @NAUGHTY_DOG

Uncharted 4: A Thief's End

Drizzy and friends



WE'RE STILL

WAITING to get our hands on more of *Uncharted 4*'s

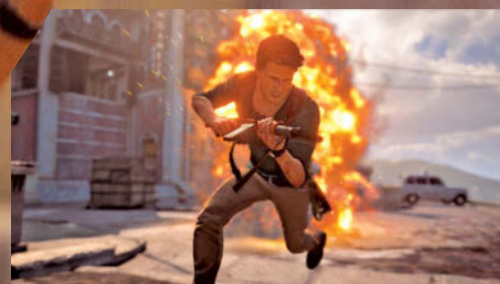
single-player mode, much as we don't want the story ruined or anything. But we're having to wait – so in the meantime, we decided to go hands-on with *Uncharted 4*'s multiplayer mode instead. After all, this was once a sideshow attraction and is now something Naughty Dog puts real time and effort into. It won't appeal to all, and it's unlikely to be a selling point

for most people looking at the game, but from what we've played, *Uncharted 4*'s multiplayer seems to be heading in the right direction.

Basically, *Uncharted 4*'s multiplayer is a five-on-five team deathmatch in a style you'll recognise if you've played any online shooter in the past ten years. A differentiator comes in the shape of scoring which contributes to earnings, and earnings lead to the ability to buy more upgrades and superpowers in a match. Upgrades might mean faster reloading weapons – or better ones – or maybe a lowered cooldown on grenade use, for example. Superpowers come in the form of the supernatural, which we'll discuss in a second, and sidekicks, which we'll discuss in another second.



SHARE THIS



EL DORADO-WHOA

Creative use of Uncharted's superpowers could get interesting

The Wrath of El Dorado is one of the supernatural powers in *Uncharted 4*'s multiplayer being talked about the most – mainly because it looks cool. But its tactical usage shouldn't be understated: if placed correctly, we could see players eliminating entire teams and triggering heroic comebacks. If that's not the kind of footage we'd all want to share with the world, we don't know what is.

WHAT MAKES THIS GAME GREAT?



The new supernatural powers add some intriguing elements to multiplayer.



The core online action is solid, having been refined over the past half-decade.

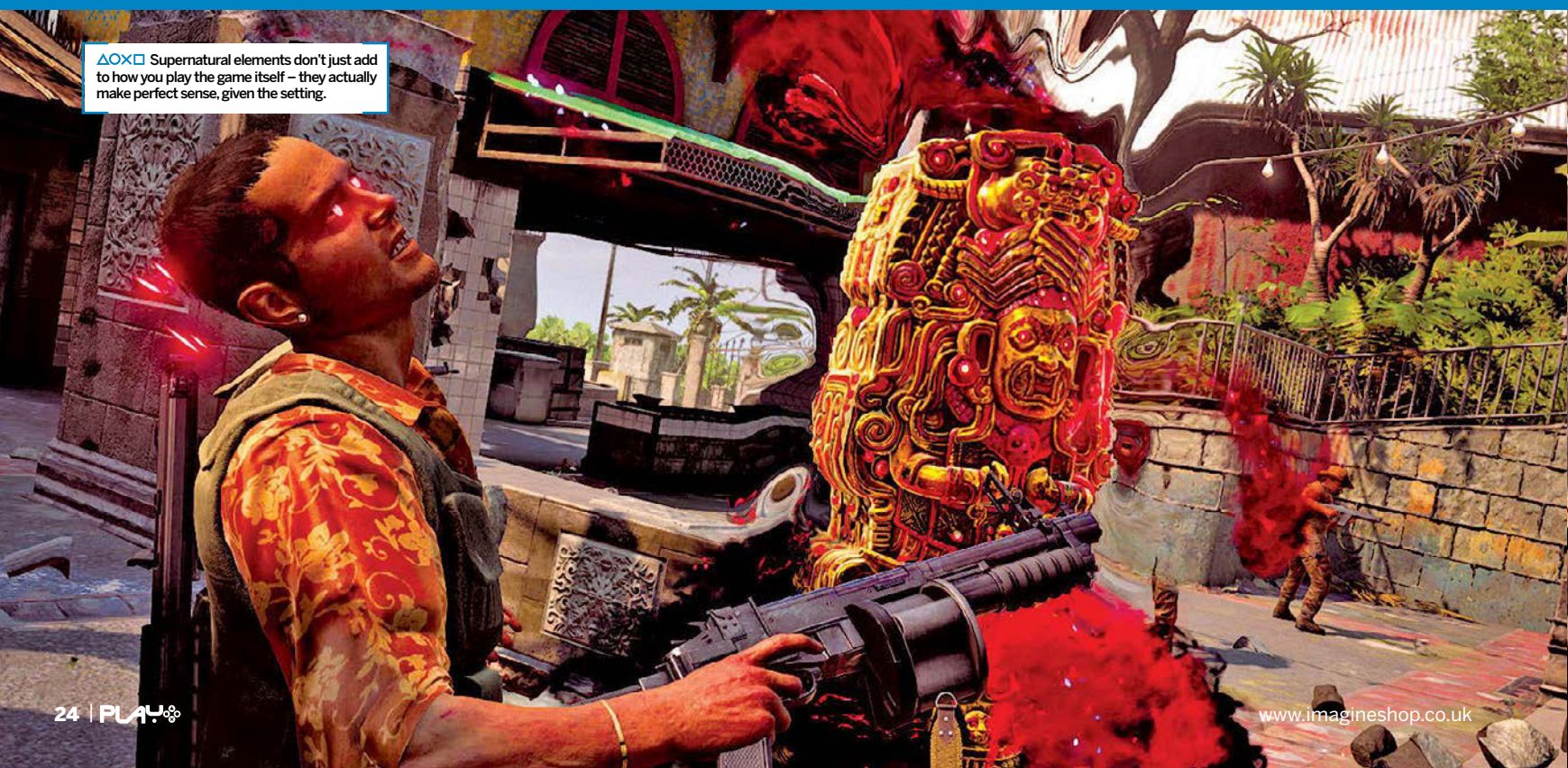


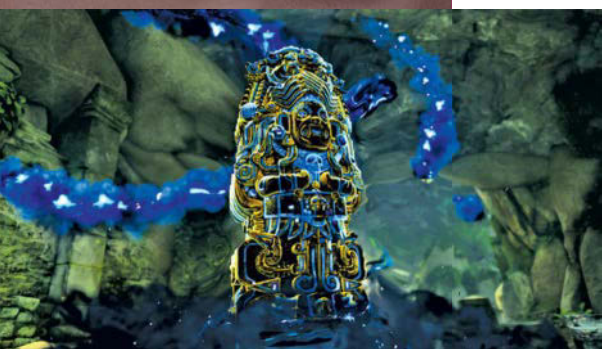
There's a wide selection of characters and abilities on show from the series' legacy.



Even rubbish players will get some points thanks to automated sidekicks.

△×□ Supernatural elements don't just add to how you play the game itself – they actually make perfect sense, given the setting.





The supernatural power-ups take the form of the macguffins from previous *Uncharted* games – the El Dorado statue, the Cintamani Stone et al. Each has a different effect on the battlefield – for example, El Dorado unleashes tormented spirits, forcing opposition players to move out of cover or be killed (great for crowd control), while the Cintamani Stone is great for those who play a more supporting role, able as it is to instantly heal teammates or speed up their recovery from a downed state.

Speaking of support roles, those sidekicks we mentioned are the 'purchasable with nothing but support in mind' type – and we had great fun messing about with them. One, the hunter, spawns and sets off sprinting headlong towards

the nearest opponent. On reaching them, he grabs them from behind and holds them up for you to come in and shoot/beat down. Or there's a sniper, who can be placed in strategic positions and relied on to pick off stragglers or perhaps be used as a blind-corner-trap. There's a healer, too, and others to make good use of. It's a smart system that gives even players without much ability the chance to get points on the board – automated troops are better than relying on your own rubbish skills, after all.

We've mentioned healers and healing a couple of times, which feeds into another of *Uncharted 4*'s new multiplayer features: a downed state.

Okay, so it's not new in multiplayer in general, but it's a good addition to Drake's game, at least from what we played of it. Rather than just being a 'run, die, respawn' affair, multiplayer matches now rely more on teamwork, on helping each other, on trying *not* to die rather than just accepting it and starting afresh after getting thwacked in the chest a few times with hot lead. It also gives you as the aggressor a chance to kick someone to death when they're downed, if you're a sadist. Or just really like points.

Generally speaking, *Uncharted 4*'s multiplayer seems like it's ticking all the right boxes to be a

“UNCHARTED 4'S MULTIPLAYER SEEMS LIKE IT'S TICKING ALL THE RIGHT BOXES”

great additional mode to the main draw of the campaign. It's seriously unlikely to compete with the champions of multiplayer out

there, but it's good to see Naughty Dog trying harder with a mode that was formerly seen as a forgettable extra. Some won't bother with it, some will see the downgrade to 900p as a point of contention, but those people still have the rest of the game to be getting on with. For those of us who end up enjoying *Uncharted 4*'s multiplayer – and from what we messed around with it looks like it will be a lot of us – it's a great extra.

Ian Dransfield

UNCHARTED 4: A THIEF'S END is being made by that creative lot at Naughty Dog. Check out their website at naughtydog.com for more details.



ETA 2016 | PUB SONY | DEV QUANTIC DREAM | TWITTER @QUANTIC_DREAM

Detroit

Do Quantic dream of electric peeps?



YOU MIGHT REMEMBER a tech demo all the way back in 2012 that caused a bit of a fuss. That demo was called *Kara* and its graphical prowess

blew people away (the fact that it now looks rather unspectacular shows how fast technology moves). More than that, though, people were intrigued by the character and the story that the demo hinted at. It showed an android called Kara on the verge of being disassembled by a technician after she showed signs of 'malfunctioning'. After begging for her life, however, the technician seemed to realise that she might just be self-aware, taking pity on Kara and allowing her to leave the factory on the production line to be sold as originally intended.

People wanted to know what would happen next and were disappointed when Quantic Dream insisted that Kara was only intended to show off the capabilities of the PS3.

Quantic Dream head David Cage took notice of the positive reaction to *Kara*, to the extent that he started to wonder himself what happened to her after she left the factory. It was the desire to answer that question that led the studio to turn that tech demo into a full game. That game is the PS4 exclusive called *Detroit*.

The basis for the story is by no means original: an AI becomes self-aware and challenges the conception of what it means to be human. Having said that, Cage insists that it is not "another story

on AI", though we struggle to see how. In any case, there are countless examples of sci-fi stories that use well-worn tropes in new and interesting ways, so there's no reason Quantic Dream can't do something original by taking a different approach to the 'AI becomes self-aware' story template.

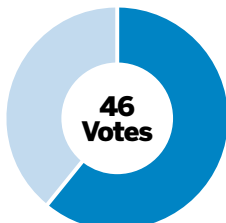
Of course, many will be sceptical about the likelihood of *Detroit* doing that based on the fact that Cage has got a reputation for waffling on about emotion and making the medium sophisticated, before releasing games with nonsensical and badly-written stories. That reputation isn't entirely unfounded, but we do tend to think that Quantic's games get a little extra hate by virtue of the fact that Cage is such a visible and divisive figure.

"WE EVEN TEND TO FIND THE CRAPPY BITS ENDEARING"



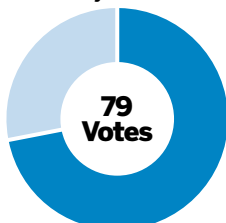
BEYOND TWO POLLS

Are you looking forward to Detroit or do you think it will be another hot mess?



- Excited – 61%
- Hot Mess – 39%

Whats your favourite Quantic Dream game on PlayStation 3?



- Heavy Rain – 72%
- Beyond Two Souls – 28%

WHAT MAKES THIS GAME GREAT?



We could delve into the economic issues surrounding the city.



Being an android on the run, we're expecting exciting chase sequences.



Quantic Dream's first PS4 game will really show what the console can do.



This could mean that the *Dark Sorcerer* demo will be next on Quantic Dream's list.

△OX□ Protagonist Kara is recognisable from the 2012 tech demo, but she looks far more realistic on PS4 tech.



Now, we're not going to claim that Quantic Dream's games don't have any problems. They most certainly do (in particular the fact that they always seem to unravel about halfway through, if not before). But there's something unique about them that makes us like them anyway. We even tend to find the crappy bits endearing in their B-movie quality, as opposed to frustrating. Perhaps it is the fact that the studio's games have a tendency to focus on the mundane in a way that other triple-A games never would. We think of a section in *Beyond: Two Souls* where you tidy up your flat a bit, get dressed, and then cook some dinner as an example. We know it sounds boring, but there's something compelling about those moments that draw you into the characters.

What we're getting at is that we love the weird idiosyncrasies of Quantic Dream's games whilst being simultaneously aware that as a whole, they fail to meet the lofty, high-minded expectations laid out by Cage before their release. That's why we're excited to see more of *Detroit*, even if we're half-expecting it to be a bit of a mess.

Speaking of seeing more of the game, it will be interesting to see how the game will actually play.

Over the years, Quantic Dream has searched for ways of making their games accessible, playing around with different control schemes with mixed results. Will we see that again in *Detroit*? Will it be as QTE heavy as their past titles?

What is quite obvious is that it looks spectacular. Quantic Dream says that everything we've seen of the game is in-engine. The studio has proven its skill when it comes to visual tech in the past, so we doubt this is an instance of a developer being misleading. We can well believe the studio can make something that looks that good.

What we'd *really* like, of course, is for Quantic to take a big step forward with the quality of its storytelling. Whether the tale of Kara, her escape from servitude, and her attempts to hide among her former human masters will be the story that sees Quantic finally do that and deliver the kind of experience its been promising for years remains to be seen. We're looking forward to finding out.

Paul Walker-Emig

DETROIT is being assembled by the mechs over at Quantic Dream. Check the website for more details: quanticdream.com

ETA 2016 | PUB SONY | DEV POLYPHONY DIGITAL | TWITTER @THEGRANTURISMO

Gran Turismo Sport

Virtual racing with real rewards



THERE'S A LOT of money in eSports these days, which explains why all the big games seem to be pushing the pro gaming angle lately.

Anything that *can* be played to a high level is being played to a high level, with mind-blowing prize pools for the best players to split – everything from *Counter-Strike* to *Rocket League*, *COD* to *FIFA* and *Street Fighter* to *DOTA 2* has a booming competitive scene. It's not something that will work for every kind of game, of course (don't expect a pro *Assassin's Creed* scene any time soon...) but you'll be seeing a greater shift towards the eSports scene in the coming years.

But for the PS4 debut of its most successful first-party franchise, Sony is thinking bigger. *GT Sport* isn't targeting the booming digital sports scene, rather the real deal. With two officially-sanctioned FIA tournaments running online once the game launches, the best players will be recognised by the same body that honours the likes of Lewis Hamilton and José María López. There's no better indicator of just how realistic *Gran Turismo* is than this – as well as breeding a new generation of champions with the GT Academy program, *GT Sport* will cast the net even wider to create *actual motorsports superstars* out of console players.

This exciting news is all well and good, but there seems to be some confusion as to what *GT Sport* actually is. Sony's Jim Ryan has been

quoted as clarifying that this isn't *Gran Turismo 7*, but also that it'll be more than the usual *Prologue* releases that precede mainline entries in the series – it's been suggested that the game will boast Campaign, Sports, and Arcade modes and PlayStation VR support is also confirmed, but we're yet to see anything more specific in terms of car counts or content breakdowns.

The implication that it'll be more substantial than a *Prologue* release would suggest 100+ cars

in PlayStation's flagship racer in just a few short months. With the apparent online focus of the game, it makes sense that Sony would want to start network testing early and since there are set to be amazing prizes and opportunities on the line in the competitive online suite, this aspect of the game is going to have to be absolutely spot-on.

In fact, that's one of the few areas for genuine concern with *GT Sport*. Polyphony's track record means nobody need worry about realism or

handling as the team is one of the world's finest in that regard, while the series has always been a graphical showcase that harnesses the full power of the host console and that's not going to change any time soon. Aside from online, then, it's only the solo campaign

structure that has question marks hanging over it. We're pretty much done with the rigmarole of taking a crappy hatchback to the Sunday Cup for hours before we can finally afford a ride we're not embarrassed of, but would it really be a *GT* game if not for that slog that really makes you feel like you've earned your supercar? There's got to be a middle ground between that tried and tested format and having a garage of supercars available from the off, so we hope Polyphony can find it.

Luke Albigés

“SONY HAS CONFIRMED THAT THE GAME WILL HAVE A BETA STARTING EARLY NEXT YEAR”

(which would already be more than the other high-profile racers on PS4 offer) although it's probably wise not to get your hopes up for the kind of ludicrous vehicle count of the core games. Still, a streamlined garage might not be the worst thing in the world anyway – the divide between premium and standard cars in the last few games has been pretty jarring if we're honest, and we would rather have a shorter list of fully-featured vehicles than a bloated collection of dodgy old models and duplicate cars.

Still, we won't have long to wait to get a better idea of what to expect from *GT Sport* – Sony has confirmed that the game will have a beta starting early next year, meaning we'll be burning rubber

GT SPORT is being expertly tuned in the shop ahead of its release next year. Track its progress at the official site: gran-turismo.com/gb/





WHAT MAKES THIS GAME GREAT?



It's the first *GT* game made to take full advantage of the power of PS4.



Polyphony can learn from *Driveclub*'s mistakes to (hopefully) enjoy a smooth launch.



Represent your country or your favourite manufacturer in global racing events.



PlayStation VR support will let you get closer to the racing action than ever before.

△×□ If it can dodge the launch woes of *Driveclub* and swerve clear of the physics bugs of *Project Cars*, there's a good chance *GT Sport* will scream straight to the front of the pack...



"EVERYTHING ABOUT
HORIZON LOOKS
AWESOME, WITH THE
EPIC SHOWDOWN WITH
THE THUNDERJAW THE
HIGHLIGHT SO FAR"

△×□ Environments are huge and
stunning, made even better by the fact
that you can reach anything in sight.



ETA 2016 | PUB SONY | DEV GUERRILLA GAMES | TWITTER @GUERRILLA

Horizon Zero Dawn



Dino Crisis



CONSIDERING HOW SAFE many publishers seem to be playing things by relying heavily on their established brands these days,

you have to hand it to Sony for its commitment to keeping the field fresh with original games. Already this generation, we've seen *The Order: 1886*, *Bloodborne*, *Until Dawn*, *Driveclub* and *Knack*, and in terms of triple-A first-party releases, new IPs actually outnumber sequels and remasters, amazingly. This trend looks set to continue too, with Sony heavily invested in original games like *Detroit*, *Dreams*, *No Man's Sky*, *Wild Rigs* and a wonderfully exciting new project that goes by the name of *Horizon Zero Dawn*.

To describe it as an open world hunting/survival game would be to undersell what the *Killzone* team has been cooking up. The premise is familiar but the setting is anything *but*. Plenty of games let you use tech to take down primitive beasts, but *Horizon* flips that on its head – in this vision of the future, humanity has largely been forced off the Earth by a race of robotic dinosaurs, with a few pockets of resistance forced to revert to old-fashioned tools and methods in order to survive.

Variety among mechanical creatures is incredible, from the scurrying packs of Watchers to the terrifying T-Rex-like Thunderjaw. Each is intricate in its design, with the many cables, panels and advanced systems visible on each even relevant on a gameplay level – severing key components could hinder a creature, while

things like weapons can be dislodged and used against their former owners. Smaller

items knocked loose can also be

used in crafting, allowing Aloy to create new gear with which to set traps for the towering Zoid-esque robosaurs.

Everything about *Horizon* looks awesome, with the epic showdown with the Thunderjaw the highlight so far. But then we would say that, because it reminded us of *Monster Hunter*. If the same blend of stealth, tracking and action from Capcom's hunting game can be recreated in an open world setting, Guerrilla will be onto a winner. We can't wait. But we're going to have to. Boo.

Luke Albigés

AOX As cool as the Thunderjaw showdown looks, we're more interested in how Aloy will take *that thing* down...



ETA 1 DECEMBER 2015 | PUB SQUARE ENIX
DEV AVALANCHE STUDIOS | TWITTER @JUSTCAUSE

Just Cause 3

WHAT-TETHER YOU WANT

One of the key mechanics in the *Just Cause* games is the ability to tether things together. You can attach an enemy to an explosive barrel, for example, or a car to a jet plane. The possibilities at your fingertips are to increase significantly, however, now that Rico can tether multiple objects at once. With a bit of creativity, you're going to be able to create a lot of chaos.

HOME SWEET HOME

Just Cause 3 sees Rico leaving The Agency and returning to his home – the fictional Mediterranean island of Medici. The island is under the control of a dictator called General Di Ravello and it is Rico's intention to liberate it. It all sounds rather serious, right? Well, it won't be – Avalanche will be maintaining the series' trademark silliness.

WINGING IT

Rico is a man that's as comfortable in the air as he is on the ground. One reason for that is that he's always got a parachute. In combination with his grapple hook, that means he can pull himself into the sky and transition into a glide whenever he wants, in a similar fashion to Batman. Now that he's added a wingsuit to his kit, that similarity is even stronger, with Rico able to reach far higher speeds than his parachute ever allowed.

INFINITE C4 POCKETS

The best news about a game that's based around explosions is that Rico's pockets will be full of an infinite amount of C4. Supply drops are also made more accessible in this game, meaning that if you want a tank, you can just drop it in. This will be balanced by giving the enemy access to equipment to counteract whatever it is you're bringing to the battlefield.

ANATOMY OF... RICO RODRIGUEZ

The imminent release of *Just Cause 3* means only one thing: a lot of things are about to explode. You can probably guess who planted the C4 to cause said explosions...

DISCOVER THE LATEST AND GREATEST GADGETS
and explore THE TECH INSIDE

TRY 3 ISSUES FOR
JUST
£1!

BRAND
NEW
FROM THE MAKERS OF
**HOW IT
WORKS**



Every issue packed with

The latest tech Everything from hoverboards, drones, wearables, sports tech, smart homes and more...

Buying advice New and cool kit and where to get it

Tech teardowns Under the skin of the latest gadgets and more ...

CALL THE ORDER HOTLINE

0844 249 0270*

OR ORDER ONLINE

imagesubs.co.uk/gadget
and enter code **NEW15T**

*Calls will cost 7p per minute plus your telephone company's access charge. Please use code NEW15T. This offer entitles new UK Direct Debit subscribers to receive their first 3 issues for £1. After these issues standard subscription charges will apply; currently £15 every 6 issues. New subscriptions will start with the next available issue. Details of the Direct Debit Guarantee available on request. This offer expires 31st December 2015.



ETA 23 FEBRUARY | PUB SQUARE ENIX | DEV EIDOS MONTREAL | TWITTER @DEUSEX

Deus Ex: Mankind Divided

Augmented reality



AT LAST WE get to return to the black-and-gold, hexagon-obsessed world of *Deus Ex*, but this time we find it in a very different state to how we left it back in 2011. *Human Revolution* was fantastic, blending stealth, RPG and FPS mechanics and peddling one of the best overall production designs of the entire PS3 generation.

"JENSEN HAS BEEN GRANTED EXTRA ABILITIES TO DEFEND HIMSELF WITH"

Now, with *Mankind Divided*, things have changed. Unlike the political and technological rumblings that threatened to come to the fore in *Human Revolution*, but only really took place away from prying eyes, *Mankind Divided* thrusts main man Adam Jensen into a tumultuous time when a apartheid regime separates normal human folk from people with technologically advanced,

augmented bodies. Augmented humans are now threatened with imprisonment and persecution.

From all of the footage that we've seen so far, it's clear that the already established style – hexagons, holograms, black outfits – is still present and correct, but it all looks glorious thanks to the PS4. Eidos has revealed that it'll be locked to 30fps, too, so expect a smooth, cinematic experience. Michael

McCann returns on music duties as well, which is a big deal if you've ever heard his work on *Human Revolution*.

One of Eidos's key focuses this time around is ensuring that combat – whether straight-up FPS-style or third-person when you're in cover – is on par with the series' robust stealth mechanics. You can see in the extended gameplay trailer from way back at E3 that your bog-standard combat rifle now features reflex optics, the likes of which you'll have seen in pretty much every FPS since 2005.

Obviously, due to the fact that augmented people are now facing major resistance from the general population, Adam Jensen has been granted some extra abilities to defend himself with. We've seen what looks like some sort of sonic gun that is integrated into Jensen's arm that throws enemies like a Force push, there are the electrical claws that fire mini taser teeth at a group of foes, the stabby blades that were used only for takedowns in *Human Revolution* can now be fired at people, double takedowns appear to be a thing and Jensen can now grow a strange outer shell that will let you to tank your way through encounters if you decide that stealth isn't your bag.

It remains to be seen, however, if Eidos has managed to alleviate justified gripes that people had with the boss fights in *Human Revolution*. Although a while ago there was talk of you being completely able to 'ghost' through boss encounters without engaging them, or talk your way out of them, Eidos has since explained that this was fairly exaggerated. Instead, what Eidos hopes



SHARE THIS

TAKEDOWN!

Knives for a pro

Arguably one of the most interesting new features in *Mankind Divided* that we've seen so far is the ability to leap towards enemy combatants and administer a double takedown using Jensen's arm blades. It's unclear whether this can be chained (like knife-throwing in *Far Cry*) but whatever happens, it's exactly the sort of manoeuvre that the Share button was built for.



△×□ These electric claws are a new addition and look suitably brutal.



WHAT MAKES THIS GAME GREAT?

▲ A return to the glorious mechanics and aesthetic of *Human Revolution*.

□ *Mankind Divided* appears to let you avoid scripted encounters – like boss fights.

× Improved combat, coupled with new and interesting abilities for you to exploit.

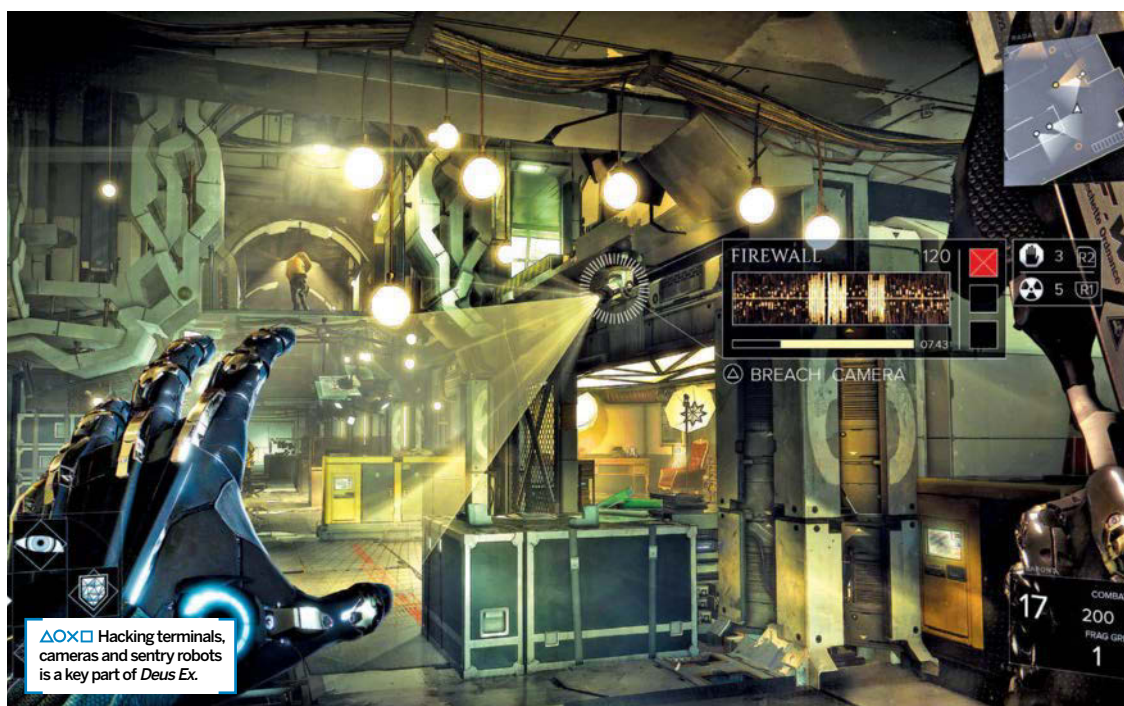
○ The promise of another great story, with multiple narratives and multiple endings.

to do is make sure that there are both lethal and non-lethal ways of besting a boss encounter, and you'll supposedly be able to explore stealth options as well. We weren't as upset as some with the boss battles in *Human Revolution*, but the prospect of having full control over each encounter, rather than having to shoot the bastards, is a welcome shift.

Whatever happens, it's sounding like *Mankind Divided* will take all of the best elements of *Human Revolution* and add even more. We're particularly excited about the new combat features, as this was one area in which *Human Revolution* felt quite floaty at times. Combine these new, improved firefights with the trademark blend of stealth and some real RPG flair – debates are set to return, lest we forget – and *Deus Ex* looks like an early contender for Game Of The Year 2016.

Steve Holmes

DEUS EX: MANKIND DIVIDED is undergoing complicated augmentation surgery at the Eidos Montreal labs. For more info, head to deusex.com



△×□ Hacking terminals, cameras and sentry robots is a key part of *Deus Ex*.

ETA 16 FEBRUARY 2016 | PUB CAPCOM | DEV IN-HOUSE | TWITTER @STREETFIGHTER

Street Fighter V

Another fight is coming your way



THE ONGOING BETA trial for *Street Fighter V* is a curious thing. Sure, having to wait for ages only to be matched with someone

who appears to be playing on dial-up internet then sharing the frustration of a lagtastic match is annoying, but at least you get to see some exclusive screenshots with a pad in your hand. And yeah, going into the training mode waiting room to try out some stuff with one of the new fighters just as the netcode decides to play ball and immediately finds you an opponent is just as annoying, but what better way to put a fresh character through their paces than a full field

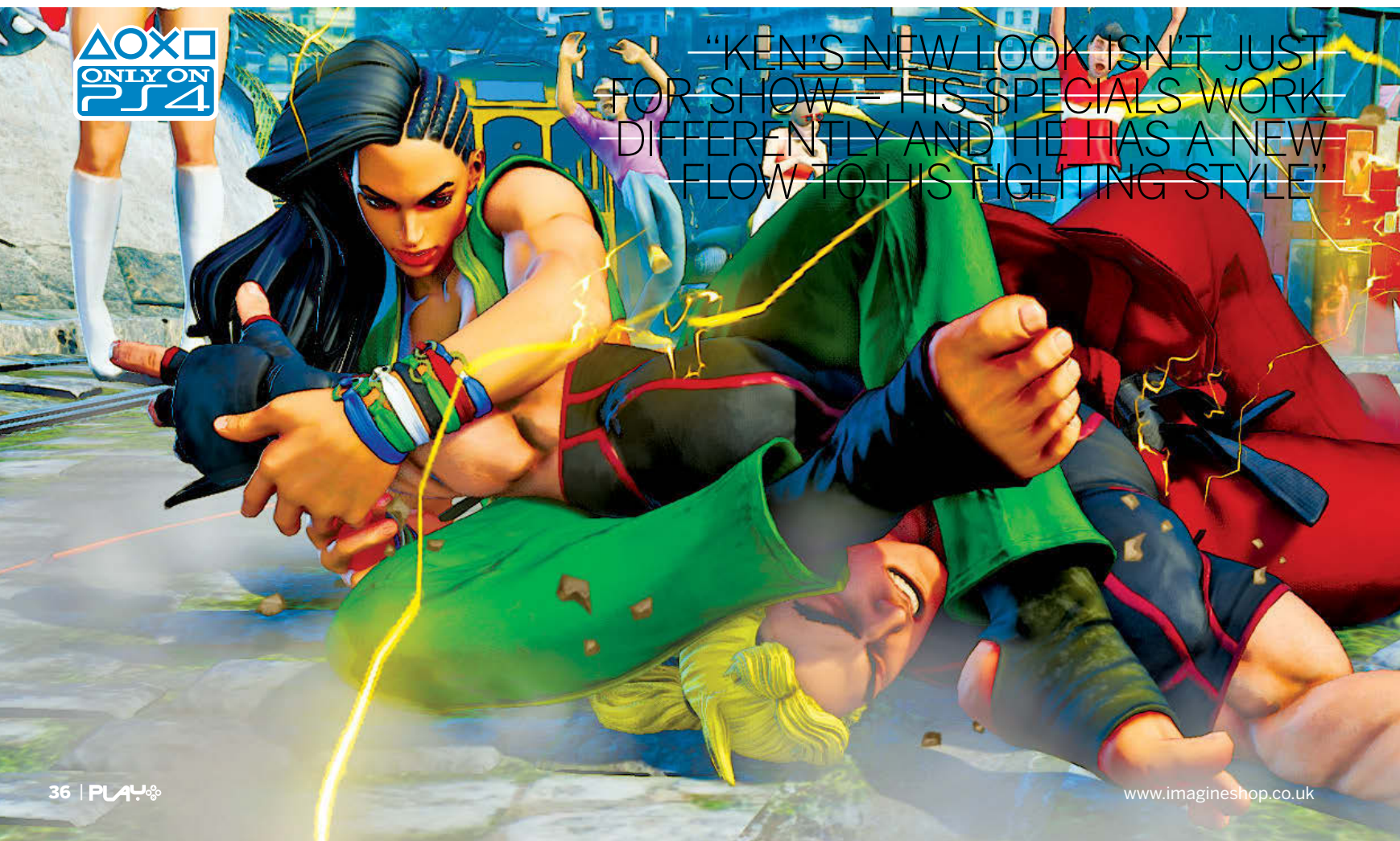
test? To every cloud a silver lining, we say – the beta has had its issues but from the glass-half-full perspective, it has also allowed us to play, enjoy (sometimes) and shape the new *Street Fighter* game, teaching Capcom important lessons about server requirements all the while.

Long story short, the beta is serving its purpose perfectly. Key issues are being flagged up ahead of launch, eager fans are getting to play the game early and not everyone is picking Ken, so Capcom must be doing something right. The staggered rollout of characters has forced people to be more adventurous than they usually might and the result is that many are enjoying fighters they

may never have even tried otherwise. It helps that the team has overhauled pretty much all of the returning cast, for better or worse. Mika doesn't play much like her *Alpha* progenitor, Vega may as well be a brand-new character given how much he has changed and Ken's new look isn't just for show – his specials work differently and he has a new flow to his fighting style that makes him actually interesting to play. You can still throw out Dragon Punches at everything if you'd rather, but you'll likely get smashed if you do. Capcom has moved on and it's time for you to do the same.

As frustrating as it is to see a familiar character and try (and fail) to land combos that are hard-

"KEN'S NEW LOOK ISN'T JUST FOR SHOW – HIS SPECIALS WORK DIFFERENTLY AND HE HAS A NEW FLOW TO HIS FIGHTING STYLE"





△×□ The master of Yoga is back and this time, he's sporting an awesome beard.

WHAT MAKES THIS GAME GREAT?

▲ Focus attacks are gone, upping the pace of the game as a result.

□ Alpha influences are clear, from the characters to the special outfits.

× Gameplay DLC will all be unlockable with an in-game currency called Fight Money.

○ Cross-platform play allows PS4 and PC players to go toe-to-toe, unifying the entire player base.



△×□ We'll take any opportunity to show Ken being battered, and it looks like Laura can deal out some serious punishment...

coded into your being, it's hard to hate the fact that even staple characters have changed so much. Vega's ability to switch between claw and open-hand stances at will channels the absent (probably dead by now) Gen and makes for some interesting and impressive combos, although the inability to pick dropped claws/masks back up could stand to hurt him in the long run. Similarly, Mika is back purely in a visual sense – she plays nothing like she did in *Alpha 3*, although her V-Trigger (which calls in her tag team partner from the direction of your choosing) could yet allow for insane combos and mix-ups. There are a few characters that still feel quite safe and familiar – Chun and Cammy to name but two – but even then, slight changes mean you can't just flip open the *USFIV* playbook at the relevant page and get on with things – you need to adapt and relearn, and that seems to be a key point for Capcom.

Newcomer Rashid is great fun, although it must be said he feels more like an SNK character than a traditional *Street Fighter* star. His stalled hurricanes will be nightmare fuel once the community works out how to effectively shut down characters with them and he has mobility on his side too, with specials that cover good

distance (and improve when performed through a placed whirlwind). It'll be interesting to see how balancing plays out with this varied roster – Arc has done a pretty darn good job with *BlazBlue* despite every character being *entirely different*, so fingers crossed Capcom is in learning mode when it comes to other fighters. Top dog it may be, but it won't stay there for long by resting on laurels.

Ongoing testing is promising, mind, and even though there's only one free space on the default roster, the character count is set to grow over time and with Capcom's impressively progressive approach to DLC, the ability to unlock new characters through play will be amazing if the team manages to get its economy right. *SFV* is set to be PS4's flagship fighter whatever happens, but we can't help but hope that the team uses this opportunity to banish the idea of *Super* and *Ultra* updates to cement this as a fighting platform with legs as long as Dhalsim's. Oh yeah, he's in it too. He has a beard now. Pretty cool, right? Right.

Luke Albigés

STREET FIGHTER V is recruiting for one last world warrior ahead of its release early next year. Cheer on your favourites here: streetfighter.com



ETA 2016 | PUB SONY | DEV MEDIA MOLECULE | TWITTER @MEDIAMOLECULE

Dreams

You know you gotta have hope, you know you gotta be strong



TEARAWAY WAS GOOD but now we truly have seen the next big thing from Media Molecule, and it's so ridiculous in the best kind of way – to the point we were compelled to ask the team, Sony executives, anyone who would listen: how the hell do you pitch something like this? Carefully, apparently – but it also helps to have some existing stock thanks to *LittleBigPlanet*.

What is *Dreams*? It's a game – though it feels insanely reductive to say that – where you play through dreams. There's a single-player campaign, made by Media Molecule, where you play through levels, solve puzzles, hop, skip and jump around and all that good stuff. But that's not so important, weird as it may sound, because *Dreams* also allows you – as you might expect from a Media Molecule game – to put on your creative hat and go wild.

Where *LittleBigPlanet* was a creative tool of phenomenal imagination, and sometimes lacking execution, *Dreams* looks to cover both imagination and how you go about realising that. Everything in the game – levels, items, characters,

whatever – can be crafted using easy, accessible tools. Logic can be added to characters and items, so they have AI routines. Levels can be stitched together. Different styles can be harnessed – it's not a platformer, it can be anything you want. It's insane how much there is going on in *Dreams*.

You can craft a character in-game, export it to a 3D printer and have a real world version of what you made in the game. You can even export it to

“DREAMS IS SO
UTTERLY RIDICULOUS IN
THE BEST KIND OF WAY”

the *Unity* game engine and use it as an asset in a game that you may be making on PC. You can share your humble creation with the world, and they can re-edit and modify it to share back. You can watch livestreams of creators as they work, helping you to learn. You can collaborate with others and sculpt, modify and create together. You can even ignore all of this and just play the game; downloading the super-small files to

experience the dreams and imagination of other players around the world.

And when we say 'easy, accessible tools', this by no means makes them simplistic. They're easier to use than the rather cumbersome toolset of *LittleBigPlanet*, but no less functional – meaning the hidden professionals out there will be able to put together some truly mindblowing stuff.

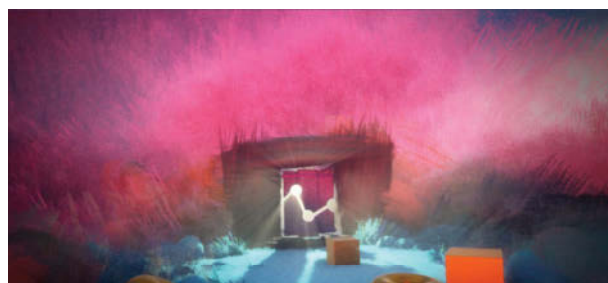
Or the stuff of nightmares, if they're so inclined

– probably that, actually. When Media Molecule told us its creation suite could rival professional 3D modelling tools, we weren't about to question them – the evidence is all there, out in the open, plain to see.

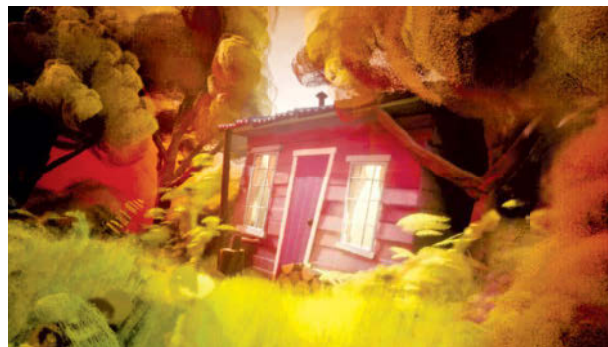
All of this takes place in dream worlds – in a game – that look incredible. Like, seriously good, as if you're playing a game version of Wes Anderson's *Fantastic Mr Fox*. Media Molecule chuckled as it told us about how the game's concept artist said he wanted the game to look like his drawings, and it took the rest of the team a while to realise he meant *literally* like the concept art. And it does. It's phenomenally pretty, all while maintaining an air of dreamlike-ness, of course,



△×□ Those cakes and other things will likely be provided in the game's catalogue of creations for you to use. Or you can make your own using the game's versatile tools.

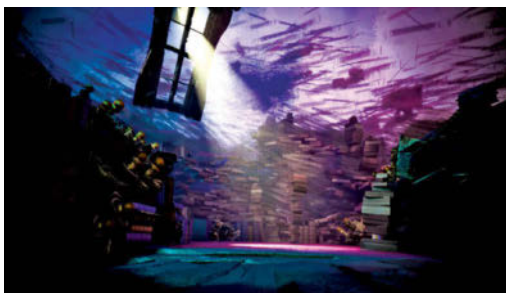


△×□ The core of *Dreams* is hard to nail down, but MM is working on that... and on how to explain it to us.



WHAT MAKES THIS GAME GREAT?

- △ It allows you to literally craft your dreams in a videogame.
- No, but really, that's what you can do.
- × This is the most unique and potential-riddled thing ever seen in games.
- Honestly, it is. We need to go lie down. To sleep. And dream.



and at the same time being recognisable enough that you will know what's going on.

We're going a bit mad for *Dreams* right now, praising it to high dreamworld and going off on flights of fancy about just what the game will be, what it *can* be. And that's fine – that's expected – because it's a Media Molecule game and we know from the team's past output that there are a lot of reasons to be excited for what it can do. But there is a chance it could be a bit too obtuse, a bit too unfocused or unappealing to those of us – those of *you* – who just want something straightforward and traditional to play through.

What if you're not creative at all and can't be bothered wading through reams of crap levels and dreams to find the good ones? These are situations where *Dreams* might not be the best; might not be the easiest sell. But for those of us – those of *you* – who want to experience a non-traditional game, who want to revel in the creativity of others, who want to explore their own imagination and artistic senses, *Dreams* might be the game of our... non-nightmares.

Ian Dransfield

DREAMS is being created, shared and re-shared over at Media Molecule. Head over to mediamolecule.com for more details.

MOTION CONTROL

Break out the Move



It's not often we see developers using PlayStation Move these days – remember that? It was the motion controller released for the PS3 (though it works with PS4), it was a great piece of kit but almost entirely without point – well, except to 'compete' with the Wii's innovative motion control. Well, in *Dreams* you can use one or two of these peripherals to sculpt objects in the game. Given a live demo of the process, it looked... well, incredible, frankly. The sort of thing that could rival actual, proper 3D modelling tools. It took a while, but Move might have found its niche at last.

ETA 2016 | PUB SONY | DEV WILD SHEEP STUDIO | TWITTER @PLAYSTATIONEU

Wild

Fight the bear, be the bear



THERE'S A MOMENT when we really do start to sit up and take notice, and that's when Michel Ancel starts telling us about a game he's making. *Wild* is the latest from the *Rayman* and *Beyond Good & Evil* creator, and it's sounding just as unique and imaginative as you'd expect from that guy who makes bloody good games.

It's one of those that's difficult to entirely sum up in a succinct fashion, but we'll still try because we're nice like that. Basically your character in *Wild* is a shaman – one who you create in their entirety, we add – and you go out into the wide, prehistoric world around you. There are missions and tasks and all of that kind of stuff, but generally you're free to approach *Wild* however you want – and that's where it gets really interesting.

For you see, your shaman has the ability to interact with the many animals inhabiting the world. You can fight them, you can tame them, you can ride them and you can – once you've unlocked the specific powers – control them. With your shaman's super powers, you are able to possess creatures like eagles, snakes, sheep and bears, using them for your own needs – or just battering everyone around you as a bear.

The 'everyone around you' in question is made up of – from what we've seen so far – rival tribes. The demo we were shown by Ancel, for example, tasks the player with stopping a ritual being carried out by a bunch of cannibals. A simple and straightforward setup made much more interesting by how you go about doing it: with a rabbit. No, really. Ancel showed us how approaching the rival tribe on foot would result in being beaten to death, and how running in head-on riding bear-back would end just as poorly.

And so our demo showed the shaman possessing a nearby rabbit, the tiny furry bugger able to sneak through the dozen man-eaters without being noticed (on account of *being a*



rabbit), scouting the area out to form a better plan of attack. Distraction by crows, dropping snakes in there, launching the postponed bear attack and eliminating – or otherwise scaring off – the naughty cannibals results in one little victory across many other missions and challenges. It's a brief, simple example, but it helps to give an idea of what you'll be able to achieve – how creative you'll be able to get – in *Wild*.

But it's not just you in the game running about pretending as a wolf and making eagles steal snakes: *Wild* has a multiplayer component that sounds like it cribs from one of the best in the business, *Bloodborne*. Basically your world – and the worlds of other players – can be 'invaded' (or otherwise joined) for a variety of reasons and with a variety of goals in mind. One example was given: say a player is a bit of a nasty person towards snakes in their world. Maybe they don't like snakes? Snakes are shits, to be fair. And maybe another player loves snakes – has completed challenges



SHARE THIS



BEARING THE BRUNT

Sharing your animal antics

It's not just the big animals like bears and wolves you'll be taking over in *Wild* – any animal you see, so long as you have the required power, can be taken over. This means we'll be sharing all manner of different attempts to take on and take down enemies using rabbits, eagles and, of course, sheep. Whether we succeed or not is irrelevant: it'll be enjoyable and funny.



△×□ The animals might not change, but your shaman will: they'll be customisable, including male and female options, so you can play as whoever you want.

△×□ Prehistoric themes of spirituality run rampant in *Wild*, which does make sense what with you playing a shaman and all.



WHAT MAKES THIS GAME GREAT?

- △ The team is led by Michel Ancel, and he's bloody brilliant at making games.
- It's a unique offering, unlike anything else we've seen on PS4.
- × It gives you the freedom to approach the game how you want to.
- You can be a bear. Or a rabbit. Or a snake. Or a... whatever you want.

for the snake spirit, possesses snakes a lot and is a person who likes and utilises the slithering gits. Well, *Wild* will see these two people playing in their different-though-linked fashions, and it will offer the snake-charmer the chance to invade the game of the snake-harmer. When they're in, they'll be able to cause havoc – probably as a snake – punishing them for harming the poisonous, rat-eating tubes. Maybe they'll succeed, maybe they'll fail – regardless, it all sounds great.

Wild has no set release date and what we were shown by Ancel and his team at Wild Sheep was very early on in development. There's still a ways to go but there's already more than enough reasons to be excited: we'll be keeping a close eye on *Wild*, and we suggest you do the same.

Ian Dransfield

WILD is taking control of all of the livestock (read: developers) over at Wild Sheep Studio. Check out wildsheepstudio.com for more details.



Instant Expert

ETA 2017 | PUB TBA | DEV CD PROJEKT RED

Cyberpunk 2077

TABLE TO TV SCREEN

Cyberpunk 2077 is based on the tabletop game released in 1988 as *Cyberpunk 2013*. Expect cybernetic enhancements, corrupt corporations, and a dash of noir. CD Projekt Red has indicated that the game's mechanics are based on the systems that have been developed in the tabletop games. Does that mean we're moving away from the action-based combat of *The Witcher*?

TIME FOR CHANGE

Customisation will be a big part of *Cyberpunk 2077*. Unlike *The Witcher*, there is no 'Geralt' to star in this story, but rather a character that you create yourself. We know that there will be different classes that will impact on your abilities within the game, but you can also obtain new weapons, upgrades, gadgets and cybernetic enhancements to improve your character's capabilities.

IT'LL BE BIG

CDPR has talked about *Cyberpunk 2077* as being far bigger than *The Witcher 3*. From a technical point of view, that's impressive, because *The Witcher 3* is huge. We do wonder having a world that dwarfs *The Witcher 3* will actually be a good thing on a practical level, though. We'd prefer an sci-fi game to focus on detail rather than scale. But who knows? Maybe CDPR will be able to achieve both...

IT'LL HAVE MULTIPLAYER

We know that *Cyberpunk 2077* won't be single-player only. CDPR revealed that the game will have multiplayer, but has not said what form it will take. Given the class-based nature of the game, maybe we'll be able to hook up with friends who complement our skills to undertake missions together. Perhaps the game's world will even be a shared one that we'll inhabit along with other players!

IT'S PONDSMITH ENDORSED

The creator of *Cyberpunk*, Mike Pondsmith, has said that he has been looking for someone to make a videogame version for some time and that CD Projekt Red proved to be the perfect partner. "They were asking me questions about the background history of *Cyberpunk 2020* which showed they genuinely knew their stuff and were not just slapping a label on it," Pondsmith told us.

STARTING FROM SCRATCH



Like *The Witcher 3*, *Cyberpunk* will tell a non-linear story defined by your choices, but we'll all be starting at the same place – born on the streets, trying to survive among the booster gangs and megacorporations.



Central to the plot will be the emergence of Braindance technology which allows users to play recording of other people's lives, experiencing everything they see and feel (so, basically, the plot of *Strange Days*).



Also key is Night City Police Department's Max Tec 'Psycho-Squad' – a special team whose job it is to hunt down cybernetic individuals that have lost the plot, causing them to go on murderous rampages.



Whether you are going to play as a member of Max Tec, or if they are going to be a key faction in the game, isn't clear, however. We hope it's the latter, because we'd rather choose allegiances for ourselves.

QUALITY. INNOVATION. RESPECT

www.gamesm.co.uk



games™

Available
from all good
newsagents and
supermarkets

ON SALE NOW

■ UNCHARTED 4 HANDS-ON ■ DEUS EX EXPOSED ■ 2015 BUYER'S GUIDE

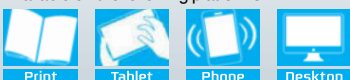


BUY YOUR ISSUE TODAY

Print edition available at www.imagineshop.co.uk

Digital edition available at www.greatdigitalmags.com

Available on the following platforms



facebook.com/gamesTM



twitter.com/gamesTMmag

PREVIEW

A quick look at some of the other awesome games that are just around the corner

1 ROBINSON: THE JOURNEY

FORMAT: PS4

RELEASE DATE: Q2 2016

AS YOU CAN guess from the title, *Robinson: The Journey* taps into the Robinson Crusoe-style tale of a survivor stranded in a hostile environment. Instead of being shipwrecked at sea, though, you become shipwrecked on a planet in deep space. Oh, and that planet just happens to be populated by dinosaurs. The most exciting thing about this game, however, is that it is being built for PlayStation VR, meaning we'll get to explore its rich environments as if we're really there. We need more games like this (made specifically for VR) if the tech is going to have a chance of success, and VR dinosaurs is a good start.

2 SHENMUE III

FORMAT: PS4

RELEASE DATE: Q4 2016

THE TEAM BEHIND *Shenmue* is now three months in to development of *Shenmue III* and is in the process of getting the people, places and things in *Shenmue*'s world to fit together, tweaking the feel of the game's locations to ensure that they're neither too big nor too small. In its own words, the team is trying to find "that Goldilocks zone". The studio has also released a few new screens that show a bit of combat and a thatched house. We give the thatched house a straight 7/10. The game's hardly looking stunning from a visual point of view, but it is very early in development. In any case, we don't really care if *Shenmue III* looks a little bit ropery – we just want it to be fun to play.



3 TEKKEN 7

FORMAT: PS4

RELEASE DATE: 2016

LEGENDARY PRODUCER

KATSUHIRO Harada took to the stage at Paris Games Week to announce that *Tekken 7* will be coming to PS4. The game is said to have the darkest story yet and will serve as the conclusion to the story of the Mishima Clan, around which the entire *Tekken* mythology has been based. But let's be honest, though – nobody plays the *Tekken* games for their story. We'll wait until we've had some good hands-on time with the game and can evaluate whether it is a good fighter before we start passing judgement. The other big announcement Harada had to make was that *Tekken 7* will support PlayStation VR. Why and how? Well, that's a good question...

4 MATTERFALL

FORMAT: PS4

RELEASE DATE: 2017

ALIENATION ISN'T EVEN out yet and Housemarque has *already* announced its next game. Still, we're not complaining, because we're always up for more from the studio that brought *Resogun* to PS4. So far, we've only seen a CG trailer for *Matterfall*, so it's hard to tell exactly what it is. We *do* know that Housemarque makes great arcade-style games, so we can bet that *Matterfall* will be another of those. The game is about a hero fighting to survive on a planet infected by a material called 'smart matter'. What we've seen hints that it's a shooter, but it won't be another top-down title as *Alienation* fills that gap. Maybe we could be looking at something a bit more like *Resogun* in style?

ROUNDUP



5

5 NO MAN'S SKY

FORMAT: PS4

RELEASE DATE: JUNE 2016

WHO WOULD HAVE thought? The rumours that *No Man's Sky* was going to release during Paris Games Week were a load of rubbish (to the surprise of nobody). What we *did* get, however, was the much-needed news that *No Man's Sky* will release in June 2016. Finally, we can stop the speculating! Well, we can stop speculating about the release date, but questions about whether the biggest ever universe in gaming will be as fun to explore as it is technically impressive still need to be answered. We've still only had the briefest of looks at combat, mining, and travel, so it's hard to say. We sincerely hope the game can live up to the hype, because that would mean it will be very special.



7



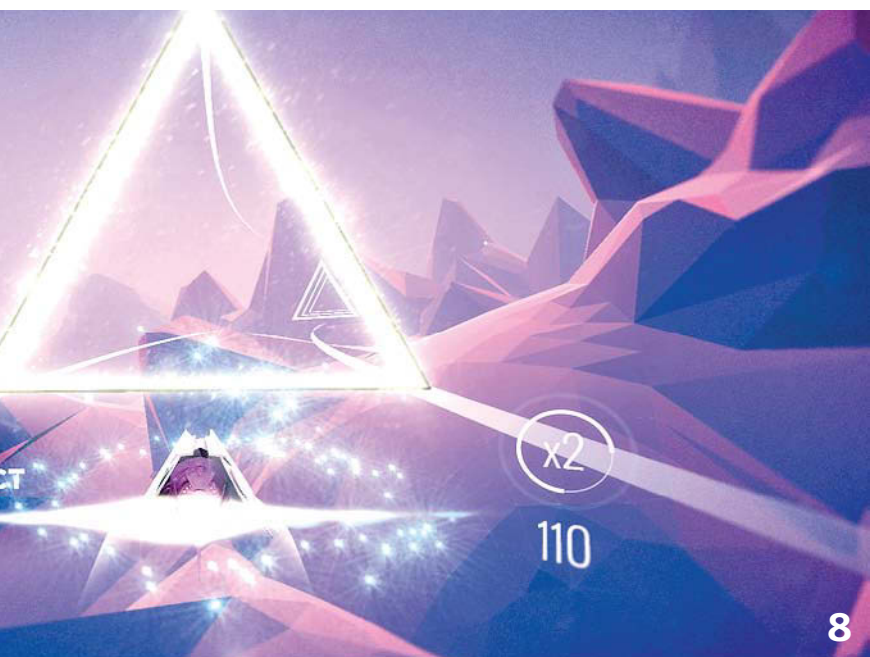
6

6 BOUNDLESS

FORMAT: PS4

RELEASE DATE: 2016

IT WOULD BE easy to call *Boundless* a *Minecraft* clone, but while it does borrow ideas from that game in its focus on crafting and building, the game has a lot of ideas that make it a bit different. For one, it is far more connected – everyone exists in a shared universe (the game shares its player base across PS4 and PC, too). You start off in a procedurally generated world, but if you don't like it, you can just open a portal to a new one and move on. From there, you're free to do what you want. You could open a store selling resources to other players, team up with friends to take on mighty Titans, become a builder, or open up a space zoo showing off the universe's rarest creatures.



8

7 RIGS

FORMAT: PS4

RELEASE DATE: Q2 2016

ONE OF THE games that Sony is hoping will get people on board with PlayStation VR is *Rigs*. The game is an odd mix of shooter and sport. You take control of a mech equipped with weaponry that will allow you to take out your foes, but to score points, you need to leap through a hoop at the centre of the stage. Naturally, the lead-up to the hoop is exposed, meaning you're at threat from being blasted when you leap for glory. Seeing the action in first-person with the VR headset only makes the experience more intense. We get the impression that Sony would quite like *Rigs* to be an eSport as well as something we can all enjoy for fun. Whether it will be deep enough to support that remains to be seen.

8 VECTOR

FORMAT: PS4

RELEASE DATE: 2016

ROCK BAND AND *Guitar Hero* are back, a new *Amplitude* game is on the way, and now rhythm-action fans have yet another game to look forward too. Yes, if you've been wondering when you'll finally be able to tap along to music in a videogame, Avicii's *Vector* has you covered. All joking aside, the similarities with the likes of the *Amplitude* make us wonder what *Vector* has to offer outside of the endorsement of a house musician, but it does claim to have a focus on multiplayer that could mark it out as a little bit different to its peers. We look forward to giving it a shot and seeing if it can carve out a niche amongst the other rhythm-action greats already available.

SAVE UP TO 50% ON A GIFT SUBSCRIPTION THIS CHRISTMAS*



12 ISSUES, SAVE 50%



GADGET
Packed with the latest, coolest and most exciting tech
12 issues, save 50%



HOW IT WORKS
The action-packed science and technology magazine
13 issues, save 46%



ALL ABOUT HISTORY
Bringing history to life for the whole family
13 issues, save 49%



HISTORY OF WAR
The stories, strategies, heroes and machines of historic conflicts
12 issues, save 50%



DIGITAL PHOTOGRAPHER
Inspiration, tutorials and tools for enthusiasts and professionals
12 issues, save 50%



RETRO GAMER
The number one magazine for classic gaming
12 issues, save 50%



ALL ABOUT SPACE
Discover the wonders of the solar system and beyond
13 issues, save 49%



SCIFINOW
The number one magazine for sci-fi, fantasy and horror fans
12 issues, save 50%

ORDER HOTLINE 0844 856 0644**

ONLINE AT www.imaginesubs.co.uk/xmas151

SUBSCRIBE TO ANY MAGAZINE FOR JUST **£29.99**

- * Exclusive **Christmas offer**
- * Save **up to 50%** on the shop price*
- * Never miss an issue of your **favourite magazine**
- * **Free delivery**, direct to your door
- * **Ideal Christmas gift** - that lasts all year!
- * **Free e-card** to send when you buy as a gift

BUY AS A GIFT OR TREAT YOURSELF!

Use code **XMAS151** for this extra-special price.

Order by **2nd December** to start your subscription the first issue after Christmas.

** Calls will cost 7p per minute plus your telephone company's access charge.

BY POST

Send your completed form to:
Imagine Subscriptions, 800 Guillat Avenue,
Kent Science Park, Sittingbourne, Kent ME9 8GU

YOUR DETAILS

Title _____ First name _____

Surname _____

Address _____

Postcode _____ Country _____

Telephone number _____

Mobile number _____

Email address _____

This subscription is ☐ for me ☐ a gift

DELIVERY DETAILS (IF DIFFERENT FROM ABOVE)

Title _____ First name _____

Surname _____

Address _____

Postcode _____ Country _____

Telephone number _____

PAYMENT DETAILS

UK £29.99 Magazine name _____

FOR MULTIPLE ORDERS PLEASE CALL THE ORDER
HOTLINE **0844 856 0644****

CHEQUE

☐ I enclose a cheque for £ _____

(made payable to Imagine Publishing Ltd)

CREDIT/DEBIT CARD

☐ Visa ☐ Mastercard ☐ Amex ☐ Maestro

Card number

Expiry date

Issue number (Maestro)

Signed _____

Date _____

All subscribers receive a monthly e-newsletter of news and offers.

Please tick if you would prefer not to receive any promotional material from Imagine Publishing:

by post ☐ by telephone ☐ by email ☐

Please tick if you would prefer not to receive any promotional material from other companies

by post ☐ by telephone ☐ by email ☐

Please tick if you DO wish to receive such information by email ☐

TERMS & CONDITIONS

* Titles are priced at £29.99 saving up to 50% on the shop price. For the full list of titles and issue details please visit www.imaginesubs.co.uk/XMAS151. This is a UK-only offer, for overseas offers please visit www.imaginesubs.co.uk/XMAS151 or call +44 (0)1795 592 869. Gift subscriptions ordered by 2nd December will begin with the first issue on sale January 2015 – orders after this date will start with the following issue. You have the option of sending a digital gift card so please include your email address in the form above. Non-gift subscriptions will start with the next available issue.

Offer ends 31st December 2015. Promo code XMAS151

HOT TOPIC

PS NOW

PAUL WALKER-EMIG
SENIOR STAFF WRITER, PLAY

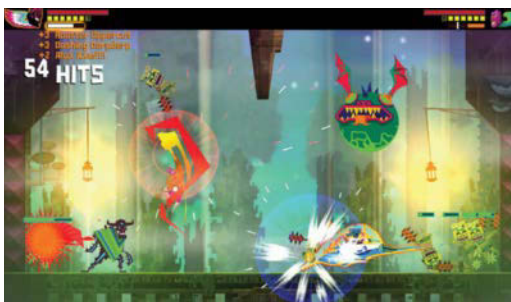


IN THE REALM of television, it is quite clear that streaming is the future. Whether or not that is the case when it comes to videogames isn't so clear yet, but PS Now proves that it *could* be and that PlayStation is on the vanguard of that new movement.

Say what you want about PS Now, but the fact is that it works. That's no small feat given the significant challenges that videogame streaming presents in terms of stability, input lag, and so on. If I'm honest, I thought that PS Now would fail to deal with those challenges when it was originally announced, but having now had significant time playing around with it, it's clear that is not the case. Sony has managed to prove that streaming is a viable way of playing videogames.

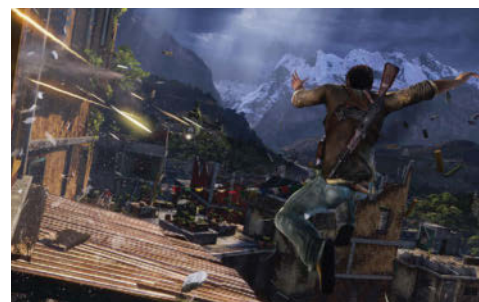
In fact, while playing games such as *Uncharted 2*, *Catherine*, *Guacamelee*, and others through PS Now, I often forgot that I *wasn't* playing games straight off the console. The fact that PS Now can make you forget that you're streaming is probably the highest compliment that I can pay to it.

Now don't get me wrong, I'm not saying that it is perfect. In playing *Guacamelee* through PS Now, for example, there were a couple



of instances where the tight timing that the game requires highlighted that there is a small amount of input lag that wouldn't be there otherwise. However, it must be remembered that this is Sony's first stab at videogame streaming. Things can improve in the future, and even in its current state, a tiny bit of input lag isn't going to ruin your fun in most cases.

If there's a more obvious problem for PS Now right now, it is perhaps the fact that it doesn't currently include PS4 games in its library. But for me, that's not a big concern, because PS4 games will eventually be added to the service in the future. In any case, I don't think that's necessarily the best way to use PS Now. For me, it is not so much about playing the latest and greatest games, but more about offering



quick and easy access to PlayStation's huge library of classic games.

Once PS Now has rounded out its PS3 library with classics from the PS2 and PSone era, you're going to have an incredible roster of games to choose from, whether you want to revisit games from your younger days, or try out famous titles that you never had the chance to play first time around. If you go for the subscription option, then you are going to be able to play all those games on the service, as much as you like, for £12.99 a month.

I wouldn't necessarily say that PS Now is all the way there yet in terms of games, but it is already a solid service with a good line-up of PS3 games. If it can get to a stage where the likes of *The Last Of Us* and *Uncharted 2* are joined by everything from *Metal Gear Solid*, to *Persona 4*, to *Crash Bandicoot*, and it adds PS4 games to the mix, PS Now could become something really special.

PS Now *already* delivers backward compatibility to PS4 and *already* proves that videogame streaming is viable – it is only going to get better at both of those things as time goes on. Watch this space...





DOM PEPPIATT

SENIOR STAFF WRITER, GADGET

WHO DO YOU AGREE WITH?

Let us know via social media



Facebook
/PlayMagazineUK

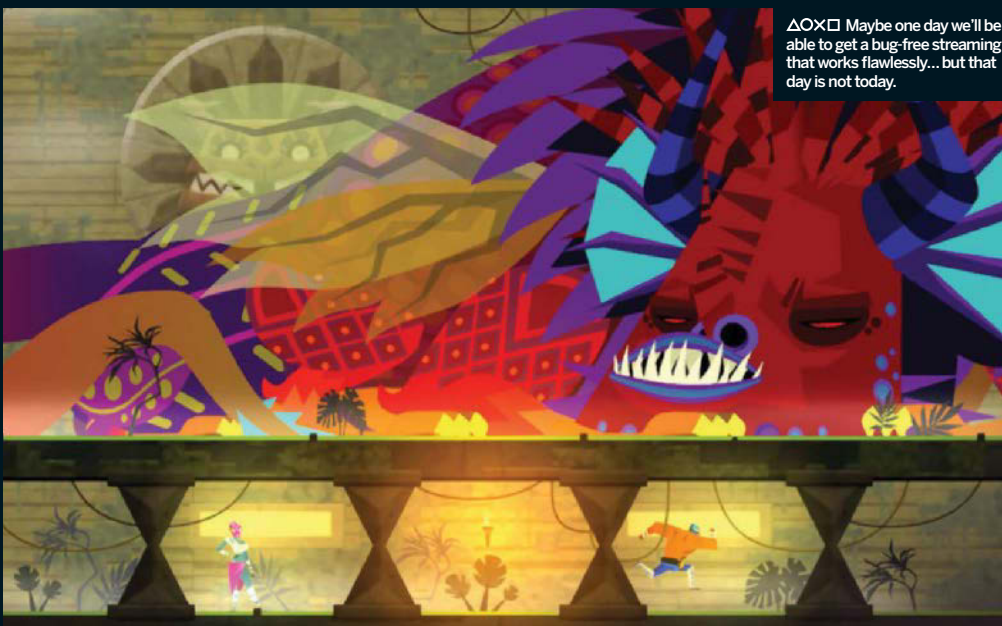


Twitter
@PlayMag_UK

I'VE BEEN LIVING without the internet for seven months. I know, I know, it's ridiculous, and believe me – working in a publishing house full of tech journalists and gamers has only driven the point home to me: no-one in this day in age should have to go without the internet. And yet, for various reasons, we do – routers go down, ISPs get confused (or something) and people move house. Some of us are at university where the PSN ports are blocked, some of us have a connection that doesn't quite support the NAT types or ping needed for online gaming.

Let me tell you – it's a good job you're PlayStation players. The PS4 at least functions without the 'net. The Xbox One is little more than a hunk of overpriced plastic without an online connection because, guess what? It's always 'time to update!' The PS4 at least works without constant updates, but I recently signed up for PlayStation's newest service – PS Now – and it made me realize a few things after coming back from the internet-less wild with fresh eyes.

Firstly, it's not the Netflix-style subscription service it claims to be on the tin: for Netflix,

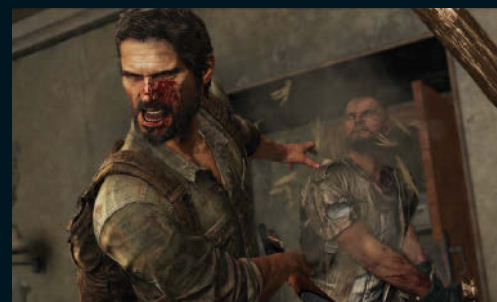


△OX□ Maybe one day we'll be able to get a bug-free streaming that works flawlessly... but that day is not today.

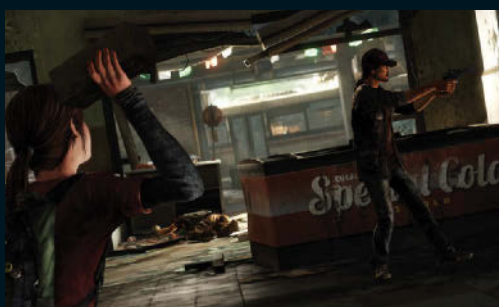
£6 a month gets you *thousands* of shows and films, right? These work on practically any connection and can stream in HD. With PS Now... well, I write this now with a connection ranging from 50MB to 80MB and about 10MB upload speed. For Britain, that's *good*. Very good. But could I get *Catherine* to stream in 720p HD? Absolutely not, be it due to NAT issues, connection woes or whatever.

I appreciate that what Sony's doing with PS Now is insane – streaming games over the web is a magical feat – but the model the tech monolith is applying to the service feels... exploitative. OnLive plummeted into the depths of obscurity because it couldn't take advantage of the online infrastructure in Europe and failed to deliver the service it promised. PS Now is already a better service than that but the fact Sony is charging £12.99 a month for a service that isn't quite firing on all cylinders feels wrong.

Bearing in mind that, also, PSN isn't exactly the most reliable of networks, how can subscribers be assured that they'll get the most for their money? A while back I tried to boot up *The Last Of Us* through the



service to check out if I could finally stream without patchy artifacts all over the screen, and PSN was down. PS Now, therefore, didn't work *at all*. The library on offer isn't exactly exemplary, either – unless you want to play *Dead Island: Riptide* or *Bound By Flame*. If you're keen – *really* keen – on keeping the memory of your PS3 library alive, I think you're genuinely better off just getting a PS3: the console itself is cheap to pick up now, the games cost *pennies* and you know what? Even if you find yourself without the internet for however stupidly long you might be without it, at least you own – and can play – everything you want. As I've learned first-hand, that's pretty damn invaluable.



How Hardcore Are You?

A checklist of PS4's toughest Trophies so far. How many have YOU managed to unlock?

Racking up a few Platins here and there is all well and good. But in an age where your Trophy data is (usually) freely accessible for all to see, it's not too hard to check who's been smashing out the *Lego* Trophies and who has actually been grafting to unlock the ones that

actually mean something. If you have *any* of these Trophies, respect is due – we're ignoring Platins, since you'll need these crazy-tough Golds and Silvers (and sometimes even rude Bronzes) in order to complete the set anyway. And with that, let's get hardcore!



Super Meat Boy

Impossible Boy

0.1%

Beat Cotton Alley Dark World without dying

When we first saw the Trophy list for this brutally tough platformer, we were convinced that nobody would ever get the Platinum and mostly due to this particularly nasty Gold. Cotton Alley is the trickiest set of levels in the game, but the Dark World variants are somehow even ruder. To get this, you need to complete all 20 levels in succession without dying even once. Yes, really. Watching some of the few people that have actually managed this, we've picked up a few tricks which should come in handy should you ever want to put yourself through this hellish ordeal. Firstly, levels can actually be played out of order – most experts tend to do the last level first as there's most room for error there and getting it out of the way early can prevent a frustrating end to a great run. Second, quitting to the world map doesn't impede progress so if you know you've messed up but haven't yet died, pause, leave and re-enter the level to potentially save your run. Good luck, you maniac.



Injustice: Gods Among Us

Ultimate Battler

0.1%

Complete Battle Mode

The game's been out since the PS4's launch yet still only a handful of players have earned this legitimately, because it's freaking crazy. Battle mode isn't all that tough for the most part (especially since the AI isn't up to much and many attacks and combos can be spammed all the way to victory) but the last couple of challenges are evil – 'The Max' asks you to defeat ten opponents in succession on the hardest difficulty, while 'Impossible!' requires you to beat the entire roster in one sitting with only a single health bar. While both can be overcome by experts who know their character inside out (with luck – a few opponents are super-cheap on max difficulty), they can also be cheesed to a degree. Doomsday is your best friend here, since his super armour will let you eat blows as you rinse the same couple of heavy-hitting basic combos. For the last challenge, use stage interactions and super attacks as much as you can, as these will give you more health for the next fight.



Sportsfriends

Got On Top

0.9%

First to 1,000 victories. Go!

There's one simple reason for the low percentage of players that have this Trophy – 'Get On Top' isn't part of the standard *Sportsfriends* package. It's a hidden game, unlocked by using the D-pad to enter up, right, down, left, up, right, down, left on the menu screen then hitting X. It's a simple two-player game where the aim is to make the opponent's head hit the ground. Its physics are amusing at first but the fun wears off quickly, which would explain why most players who have this Trophy appear to have boosted for it by leaving a controller with its left stick wedged in place for an hour or so. If you manage to get to 1,000 legit wins in *one session* without going insane, then kudos for your commitment to doing things properly.



Destiny

Flawless Raider

1.8%

Complete a Raid without anyone in your Fireteam dying

The tricky part here isn't so much that *Destiny's* Raids are difficult (even though they are), rather that achieving this feat relies heavily on other players. The level cap increase from *The Taken King* has made both Vault Of Glass and Crota's End easier, but you'll still need either a group of friends with whom to tackle these (or King's Fall, if you're feeling brave) or hope to find a good group on an LFG site. Given the jump puzzles and instant death potential in the other two, Crota's End is your best bet – the first section is easy to solo, the bridge section fine as long as people know when to stay on and leave their plates and, as long as you kill the Deathsinger in time, the rest is easy. You can even dust off your Gjallarhorns, if you like.



The Binding Of Isaac: Rebirth

Real Platinum God

0.4%

100% the game

With levels, items and enemies randomly generated each time you play, you'll need a hell of a lot of luck on your side just to get through this horrible thing, so have fun trying to do and see *everything* – you'll need to in order to unlock this Trophy. Come on, what's so hard about finding all 343 objects that just appear randomly, finding all 178 secrets and seeing all 16 endings? There's no quick way to do this and the only way you'll ever get close to this Trophy is to play *Rebirth* for literally hundreds of hours. Be ready to bang your head against RNG at the tail end of the adventure – the last few objects and secrets will likely take forever to turn up, but stay strong.





Spelunky

Speedlunky

0.2%

Complete the game in under 8 minutes. No shortcuts

Most people can't even finish *Spelunky*. Hell, many struggle to get out of the first area. Unsurprising, then, that only an elite few have managed to clear the game in under 480 seconds. Where stages are randomly generated, you'll need a strong start in order to do this – getting a teleporter or a jet pack is recommended and you'll need friendly layouts and flawless runs in order to keep individual level times down. Ignore all the City Of Gold stuff and optional areas – your goal is simply to get through all stages as fast as possible, so keep playing until you know the threats of each area and work on reducing your overall times while you wait for that perfect start to come your way.



Guitar Hero Live

Excellent Constitution

3.7%

Finish in the top 5 of 18 consecutive On Demand songs in GHTV

True story: we misread the description for this one and accidentally came top in 18 songs in a row during GHTV shows instead. D'oh. There doesn't appear to be a time limit on this, so feel free to leave the game on the On Demand song list if you need a break – just don't back out of that menu or progress may be reset. It's really not hard to break the top five once you're comfortable on Advanced or Expert, though if you should stumble and it looks like you'll come in below fifth, quit back to the song menu before the track ends and your progress won't be lost. It'll take about two hours once you factor in loading and results screens, so make sure you have that much time to spare before starting.



Diablo III: Reaper Of Souls

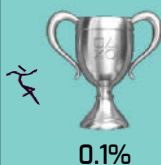
Above And Beyond (Hardcore)

4.7%

Reach level 70 in Hardcore mode

Permadeath is a relatively new concept for console gamers and the idea of having all your progress wiped upon character death is daunting indeed. As such, we'd wager that a lot of the players who have earned this did it the easy way – drop the difficulty as far as it'll go and even bosses can be demolished in seconds, although levelling will take a lot longer this way. To truly experience the thrill of Hardcore mode, it needs to be challenging – you need that fear of death around every corner, so push yourself and up the difficulty whenever it starts to feel too easy. It'll be frustrating if you lose a hero close to level 70 but the feeling of elation when you finally get there will be so much more satisfying.





Trials Fusion

Is There Anything You Can't Do?
Completed every Track Challenge in
the first 8 Events

0.1%

Okay, so you've aced Inferno IV, dominated multiplayer and filled your menu screens with more platinum medals than you know what to do with. That's cute. Now try mastering each level's Challenges – odd goals and unexplained objectives that get ridiculously hard much quicker than the levels do. For most of them, you'll need to check out some videos to see what the objectives even *mean* – some are pretty straightforward (no leaning, find secret exits or whatever) but there are some you'll certainly need some help with. Still, at least it specifies the first eight events, so you don't have to worry about setting off all the bombs in Inferno and still getting to the end alive...

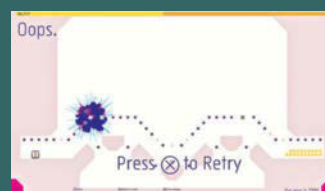


Rogue Legacy

Thanatophobia
Without using the Architect, complete the
game dying 15 times or less

0.7%

Given that the main hook of this game is dying and passing on your legacy to your next of kin for another run, limiting the number of descendants is harsh. You need to start a fresh save for this too, meaning you're starting from scratch. Wait until you're familiar with the game then jump in, aiming to get the first boss done in the first couple of lives – focus on exploration and racking up gold in the early runs so that you can unlock better stats and classes for your later runs. If you want to be cheap, back up your save when you've made good progress and grab it again if you mess up a few runs. It'll be tough but with your save backed up, you'll have the crutch you need to help you through.



N++

Achieve Enlightenment
Explore the Options menu

0.0%

We'd love to tell you how to get this, but we don't know. Nobody does. Yeah, good luck with that...

How did you do?



0

WORK-IN-PROGRESS

There's no shame in having none of these, but this should give you something to work towards. We believe in you.



1-4

COOL

You clearly have the credentials – the question is, can you break out of your comfort zone and excel in other areas?



5-7

AMAZING

Few could doubt your devotion to gaming but with skills like yours, you could blatantly be pushing yourself further.



8-10

INSANE

Exceptional – no challenge is too difficult. While you await your next challenge, be warmed by our collective respect.



11

BULLSHIT

No way have you done all of that. That's just crazy. If you actually *have*, then go ahead and prove it and we'll send you free stuff.



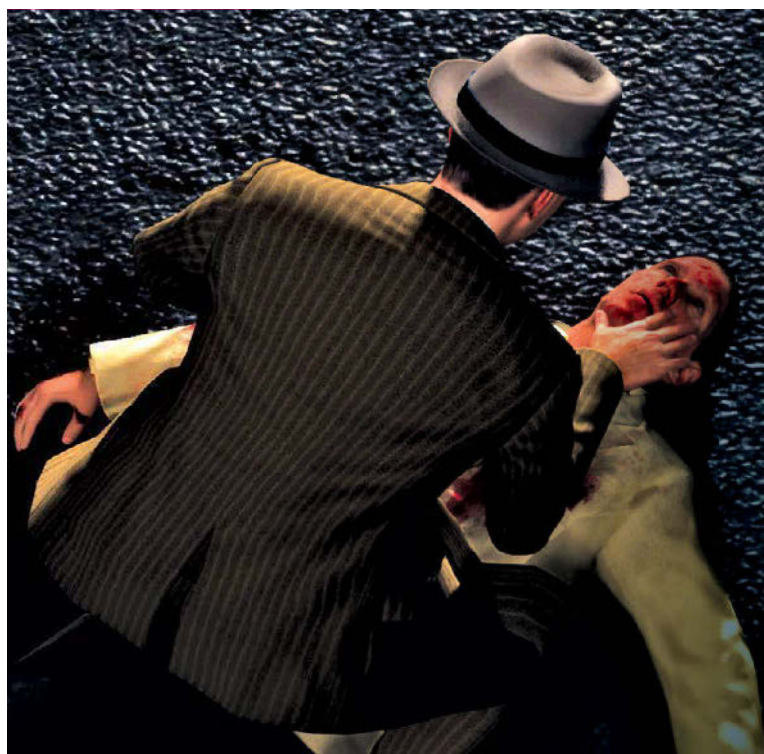


★★★★★ TEN OF THE BEST ★★★★★ DETECTIVE GAMES

WE'RE STILL WAITING FOR THE DEFINITIVE DETECTIVE GAME, BUT THERE ARE SOME EXCELLENT ONES THAT HAVE COME VERY CLOSE...

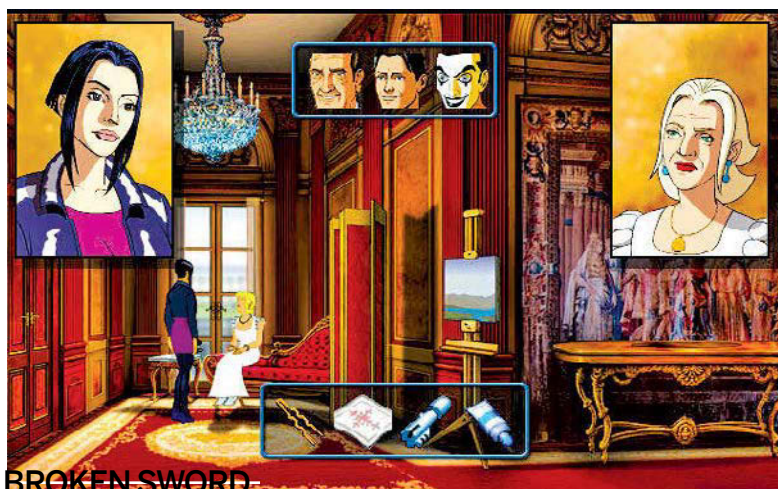


IN A TIME when Hideo Kojima was allowed to make things that weren't *Metal Gear Solid* games, he directed such gems as *Snatcher*. It is a cyberpunk-themed adventure game in which you have to discover what is behind the emergence of the titular 'snatchers' that have been killing people and then taking their place. The game was incredibly influential and highly praised for its storytelling.



LA NOIRE

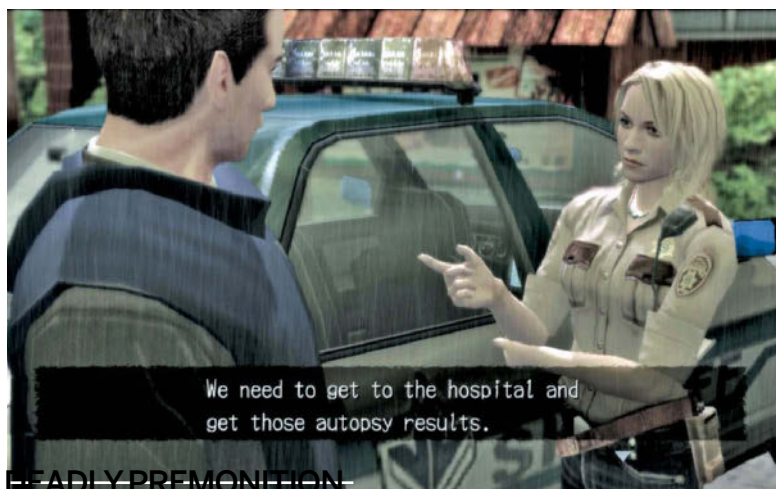
THE IDEA OF building a detective game around unparalleled facial capture technology that allowed you to see what people were thinking during interrogations was a brilliant one, even if in practice it led to a lot of hammy overacting to telegraph lies to us players. Still, the structure of hunting down evidence and interviewing suspects before pulling in a perp to use all that against them in intense interrogations to extract a confession worked rather well.



BROKEN SWORD

WHILE NEITHER OF its protagonists are detectives by profession, that's the role they play in this adventure game released on the PlayStation in 1996. After witnessing a terrorist attack in a café at the beginning of the

game, the pair proceed to hunt down clues on who is behind the attack. Given their penchant for puzzles, it's no wonder adventure games like this and detective fiction have proven such an ideal combination.



DEADLY PREMONITION

YOU PLAY AS an FBI Agent who turns up in a small town to investigate a murder, but nothing is at it seems. *Deadly Premonition* is basically *Twin Peaks* in videogame form, then, which is reflected in the game's

surrealism. With its weird deviations, odd psychology and occult undertones, *Deadly Premonition* isn't for everyone, but we're fans of it and prepared to stake a claim for it as one of the best detective games out there.

PHOENIX WRIGHT: ACE ATTORNEY

WE'VE ALLOWED SPACE for one game that never made it to PlayStation because it is so good that we couldn't leave it out. In this game, you're supposed to be an attorney, but Phoenix spends half his time investigating the crimes his clients are accused of committing. When you do get to the courtroom, you've then got to use what you've discovered to find contradictions in testimonies. It's far more satisfying and exciting than a game about being a lawyer has any right to be!

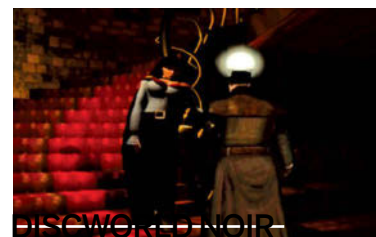


SHERLOCK HOLMES: CRIMES AND PUNISHMENTS

WE HAD TO have a place on this list for the world's most famous detective. Well, we didn't *have* to, because even being Sherlock Holmes wouldn't force us to push a bad game onto this list, but fortunately, this one is pretty good. Frogwares has churned out a few decent Sherlock Holmes games over the years, but for our money, its latest game is the best of the bunch. It perfectly captures the experience of being a detective, courtesy of its 'deduction board', through which you connect all the evidence you've discovered to construct a theory about who committed each crime and how.



Paul Prospero isn't your typical detective. He differs from your generic murder-solver by being a paranormal investigator. Still, in being able to see ethereal spectres carrying out crimes that have already happened before piecing them back together, you are able to carry out the basic work of a detective, even if the methods are a bit unconventional and somewhat easier compared to the real thing. There's a bit more of a focus on the occult than there is on the detective work, but it's still a great game based around an investigative core that means it deserves a place on our list.



DISC WORLD NOIR

ONE TITLE THAT comes close to being what we want from a detective game is *Discworld Noir*. Protagonist Lewton would write down clues that you obtained in his notebook, which you could combine to make deductions, or use in conversations with other characters in order to extract information. The game was a great homage to the detective genre too, full of references to the classics and packed with the hallmark accretions of the fictional PI.



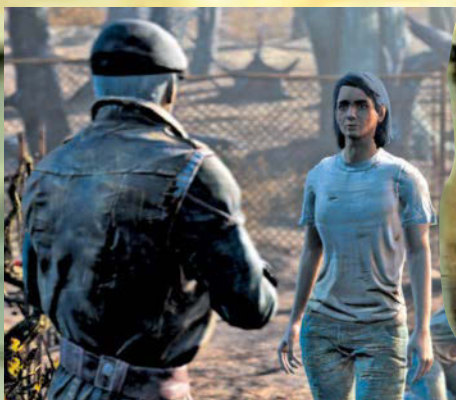
HEAVY RAIN

The basis on which *Heavy Rain* was sold was the extent to which your choices as each of its different characters could impact on their fates and the story as a whole. At its core, *Heavy Rain* is a detective game about tracking down the Origami Killer. Trying to solve the mystery from the perspectives of different characters is really cool, as is the fact that messing up during the course of your investigation can mean that some of them don't make it to the end.



THE WOLF AMONG US

WE'LL BE HONEST, we'd have liked there to be a bit more detecting to do in *The Wolf Among Us*, but in terms of capturing the atmosphere and tone of a noir detective tale, the game does a stellar job. And even if the game is a bit light on *actual* detective work, the way it pulls you along as you try to uncover what's going on in Fabletown certainly makes you *feel* like a detective following the scent of a criminal... you know, like a wolf.



"IF YOU WANT TO DRESS UP LIKE THE DUDE ON THE COVER, WE'D RECOMMEND INCREASING THE DIFFICULTY TO COMPENSATE."

CRIT

[X] EXECUTE

RAI



Fallout 4

War... war changes a little bit



DETAILS

PUBLISHER
Bethesda

DEVELOPER
In-house

PSN PRICE
£49.99

PLAYERS
1

AGE RATING
18+

TWITTER
@Fallout

Trophies 51



WHAT WOULD YOU

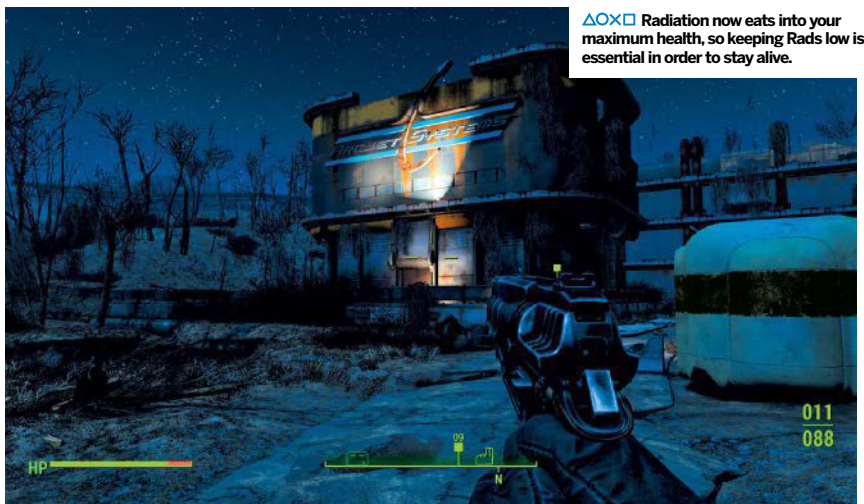
do if you woke up one day and the world had ended? If the answer isn't 'collect as many globes, board games and rolls of duct tape as possible' then congratulations – you're apparently doing the post-apocalypse completely wrong. Yes, *Fallout 4* presents quite a different vision of a post-nuclear future to its forerunners, yet one which is at the same time incredibly familiar. Mutants, freaks, bandits, irradiated wastes and malformed beasts are all still present and correct, as is the ability to practically freeze time while you pick off targets like a complete badass. But by adding a complex crafting system into the mix, Bethesda has sneakily made every last piece of junk and tat scattered around the Commonwealth a potential treasure trove.

You see, 'Junk' objects now list their component materials, making them a key part of building weapon upgrades, settlement utilities or even entire structures using the new crafting system. Simple though the tools may be, it's a clear indicator of the level of freedom that is extended to the player here – in allowing players to take charge of bases and build/demolish/defend them as they see fit, *Fallout 4* gains an interesting new component that could stand to distract you from the task at hand for hours on end.

That core storyline, while actually pretty engaging here, isn't even the heart of the narrative anyway – it's all about the stories you make yourself while wandering the treacherous wasteland that is post-nuke Boston. The things you stumble across, the enemies you randomly encounter, the salvage

and spoils you luck into... *these* are the things that grow into the real story of *Fallout 4*. *Your* story. Everyone gets the same points of interest and narrative-driving quests, but the stories you share with friends will be entirely personal to you. Or, at very least, they'll feel that way. Bethesda has a talent for making players feel like they are the ones calling the shots and while it's partially a similar deception to what Telltale pulls with its illusion of choice, emergent moments are strong and interesting enough to make the punchline worth the wait.

To aid in this, combat has seen a massive refresh and although you're always caught between two evils – the slightly janky FPS gunplay and the lying percentages of the returning VATS system – both feel tighter and more satisfying than they have previously. The former is more notably improved



and with the right gun, you can actually almost play *Fallout 4* like a traditional shooter. 'Almost' is the key word there, since your gun can feel a little like an unreliable narrator at times. Even if you've lined up a shot perfectly in real time or chosen a target with an 85%+ hit chance, you can still miss due to the fact that the whole thing is powered by one giant (and obnoxious) calculator. As you level your skills and improve your gear, these early worries evaporate and you slowly begin to become a true force with which to be reckoned. Legendary enemies, recognised by the stars at the end of their names, are guaranteed to drop something special and while some loot may not work for your particular

build, it only takes one lucky drop to find a new favourite gun and/or feel unstoppable with some sweet new gear.

Speaking of which, the series' iconic Power Armour comes into play way sooner than expected, leaving you wondering what the next step up is after jumping into a metal suit and peppering the world with minigun love. Fortunately, Bethesda has made a pretty smart play here and while the early reveal of the literal full metal jacket (and then some) initially feels a little premature, rationing its use by making the Fusion Cores it runs on a rarity smashes any notion of this being a full-time win button. You find yourself being extremely cautious as to when to bust out the suit and as



△○×□ Considering the world has ended, this guy's Transformers cosplay ain't all that bad.

such, it becomes a Plan B – you leave it back in one of your bases and only pull it out when a mission really demands the full-force approach. Or, as has been the case for us, barely use it at all. Despite the fact that you can get it early, it ended up filling much the same role as those rare JRPG items like X-Potions and Megalixirs for us – something that felt too rare and too useful to use at all, not to mention something that made the game ludicrously easy on the rare occasions we did use it. If you want to dress up like the dude on the cover and stomp around everywhere in a metal suit, we'd recommend upping the difficulty to compensate. You'll get more legendary enemies and better loot too, so that's a nice little bonus.

Rationing Power Armour usage is far from the only big change to *Fallout*'s fundamentals and returning players will be quick to pick up on the fact that the Karma system is no more. Following the 100-hour moral grey area that is *The Witcher 3*, that's probably just as well – the morality system in *Fallout 3* was pretty much a binary affair anyway, good or evil actions simply nudging a swingometer that would govern how NPCs treated you. Its removal also fits the narrative here and while there's still potential to be a bit of a dick if you want, that's simply reflective of your





△×□ The bugs in Bethesda's engine have become so severe that they've actually become real...



“GLITCHES ARE OFTEN MORE AMUSING THAN THEY ARE ANNOYING”



PLAY CHALLENGE



SHARE THESE FEATS, IF YOU CAN...



FULL DISCLOSURE



RECKON YOU CAN get through the entire game without taking any perks when you level up? Bonus bragging rights if you can do it without adding points to SPECIAL stats, too.



VAULT 111 REPRESENT



COMPLETE THE GAME without changing out of your Vault 111 jumpsuit to let the whole world know where you came from. Don't go messing up its clean, cool look with armour!

Beaten our trials? Let us know @PlayMag_UK!

character having a job to do and being willing to go to any lengths to get it done. You might even find you get a little snappy with people accidentally – short dialogue option previews have an annoying *Mass Effect*-like tendency to not be entirely indicative of what the actual line will be, so you might not always go down the conversational route you were expecting.

We feel like we need to address the elephant in the room at this point... well, more accurately, the elephant stuck in the wall. If you've played a Bethesda game before, you'll know to expect bugs and glitches as you travel the wasteland and sure enough, *Fallout 4* delivers on this front. We've not yet encountered anything game-breaking and, often, these glitches are more amusing than they are annoying, although fans of polished gaming experiences may want to hold off playing until Bethesda drops a patch or two to fix some of the game's problems.

Look past these issues, the relatively modest visuals and the infrequent

performance issues, though, and *Fallout 4* is a triumph in most other respects. Streamlining some of the weaker features of earlier games while expanding the world and catering to creative players, this is an engrossing open world RPG with many an interesting story to tell, but its blank pages are perhaps its best – *Fallout 4* is just as ready to let you tell your stories as it is to regale you with its own. But just remember, if your story doesn't involve stockpiling globes, toasters, board games and rolls of duct tape, you're doing the post-apocalypse completely wrong.

Luke Albigés

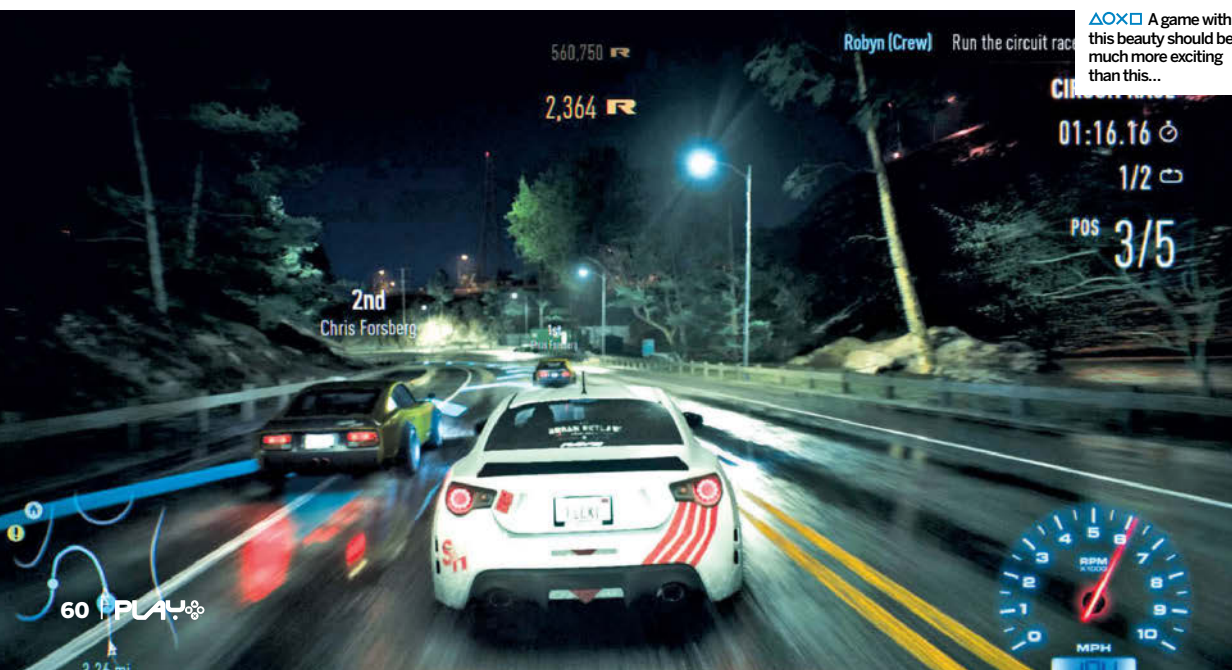
VERDICT

While not without its issues, *Fallout 4* offers a superb tool set with which to either follow the compendium of environmental stories laid on by Bethesda or to create your own.

PlayMag_UK scored **9** for **Fallout 4**
Follow our scores on JUST A SCORE



△○×□ Weirdly, everything in *Need For Speed* looks wet, because it's all one rainy night, we guess.



Need for Speed

Tepid pursuit



SPEED. EXCITEMENT. DANGER. No, we're not talking about a Friday night on the town with the **Play**

team. We're talking about the world of illegal street racing. With a triumvirate of such ingredients, you'd think that Ghost Games' first solely-developed addition to the *Need For Speed* franchise would be a sure-fire winner. However, the latest instalment to this iconic series, in reality, never truly feels like it is firing on all cylinders – and that's a shame.

Given Electronic Arts' questionable server management (*FIFA* and *Battlefield*, anyone?), you'd think that it would be reticent to sign off on a game that requires a constant connection to the servers in order to operate. Apparently not, though. This is why we were faced with a ten-minute wait before our first visit to Ventura Bay as the servers got their shit together. After two failed initial attempts, we've been surprisingly unaffected by any issues but, going forward, expect to get booted at an

DETAILS

PUBLISHER
Electronic Arts

DEVELOPER
Ghost Games

PSN PRICE
£54.99

PLAYERS
1-8

AGE RATING
12+

TWITTER
@NeedForSpeed

Trophies 31

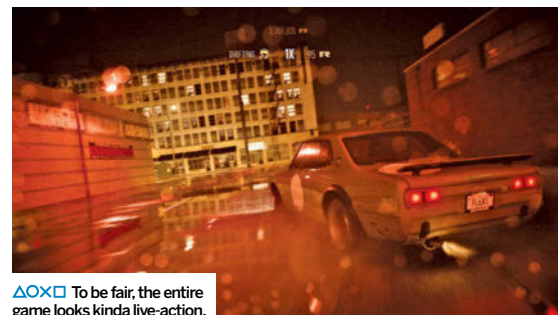
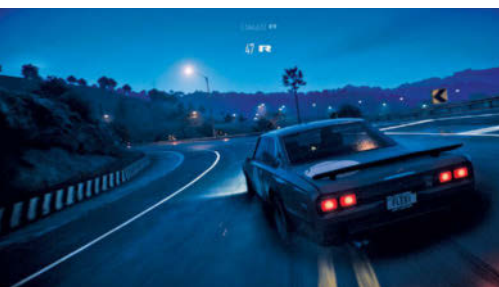


inopportune moment in *Need For Speed*. It will bug the hell out of you.

With our enthusiasm severely dented, it was a relief to see that the two years since the last *NFS* had been spent productively, at least graphically. *Need For Speed* is a truly beautiful game. The first few minutes cruising around the open-world Ventura Bay will be predominantly spent picking your jaw up off the tarmac. The way the neon lights reflect and the raindrops bead off your bodywork is stunning and, utilising the *Frostbite* engine, the frame-rate stays impressively stable. However, despite the glossy presentation, it's hard to ignore that your bitumen-clad playground is surprisingly lifeless. Even with other real-world players inhabiting your randomly selected lobby, the roads of Ventura are sparsely populated, with the wide streets combining to neutralise any real sensation of speed (even when travelling at upwards of 100mph).

The feeling is heightened by the perpetual darkness in which the game takes place. The closest you'll ever get to seeing the sun is a brief few minutes of dawn that precede a bizarre switch back to midnight. Thankfully, your vapid live-action co-stars in *Need For Speed* are fuelled by a near constant supply of energy drink, helping them to get through what is undoubtedly the longest night of your life. Amy, Robyn, Manu and Spike (who you will want to punch) represent four of the game's five modes: Build, Crew, Style and Speed respectively, with Outlaw fronted for much of the action by a shadowy figure. The aim of *Need For Speed*, as far as we can tell, is to spend the night ripping it up in a variety of ways in order to get the attention of five

△○×□ A game with this beauty should be much more exciting than this...



△OX□ To be fair, the entire game looks kinda live-action.



real-world figures from the underground car scene (one for each of the driving styles). Other than some amusing sexual tension between the mentioned quartet, that's about as far as the plot goes. We found ourselves playing on just to see if something resembling a story ever actually materialised. It doesn't.

Instead, the new *NFS* passes as a surprisingly good phone call simulator but that's about it. While the handling in previous instalments has always erred on the arcade side of the spectrum, the dynamics of *Need For Speed* have about as much finesse as a brick. While the drifting modes are quite fun, normal driving is incredibly unintuitive, with most cars favouring a *Mario Kart*-esque driving style. The events become repetitive too, turning solo progression into one massive grind towards a plotless ending.

The races feature more rubber-banding than your local Post Office's stationery cupboard, while even the police chases lack any real drama. The AI is moronic, forcing you to be creative

when it comes to prolonging pursuits and achieving the targets set for you.

To give Ghost some credit, the return of proper *NFS: Underground*-style car modifying is excellent, with a host of real-world parts to fit. The personalisation of your rides is a definite high point in the game – it's just a shame that driving them is such a letdown. There are some great ideas and features in *Need For Speed* but it just feels like the glitzy presentation has meant that they are only ever minor factors in the overall experience. The end result is a soulless offering that only ever ticks along on idle.

Josh Barnett

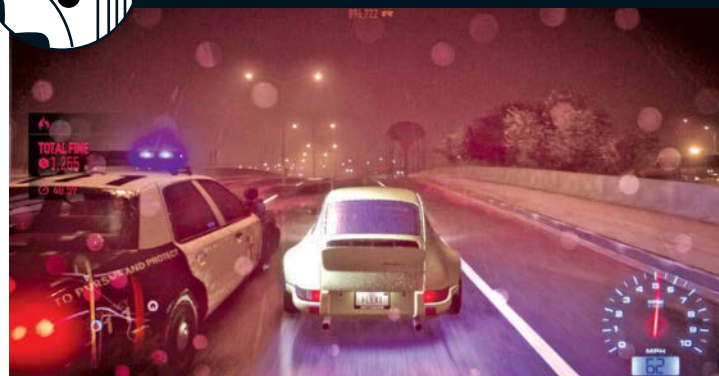
VERDICT

***Need For Speed* is, essentially, the gaming equivalent of a pub singer; it's talented enough, sure, but ultimately it is lacking the vital pizzazz to truly wow you.**

 PlayMag_UK scored 5 for *Need For Speed*
Follow our scores on JUST A SCORE



PLAY CHALLENGE



SHARE THESE FEATS, IF YOU CAN...



ESCAPE ARTIST

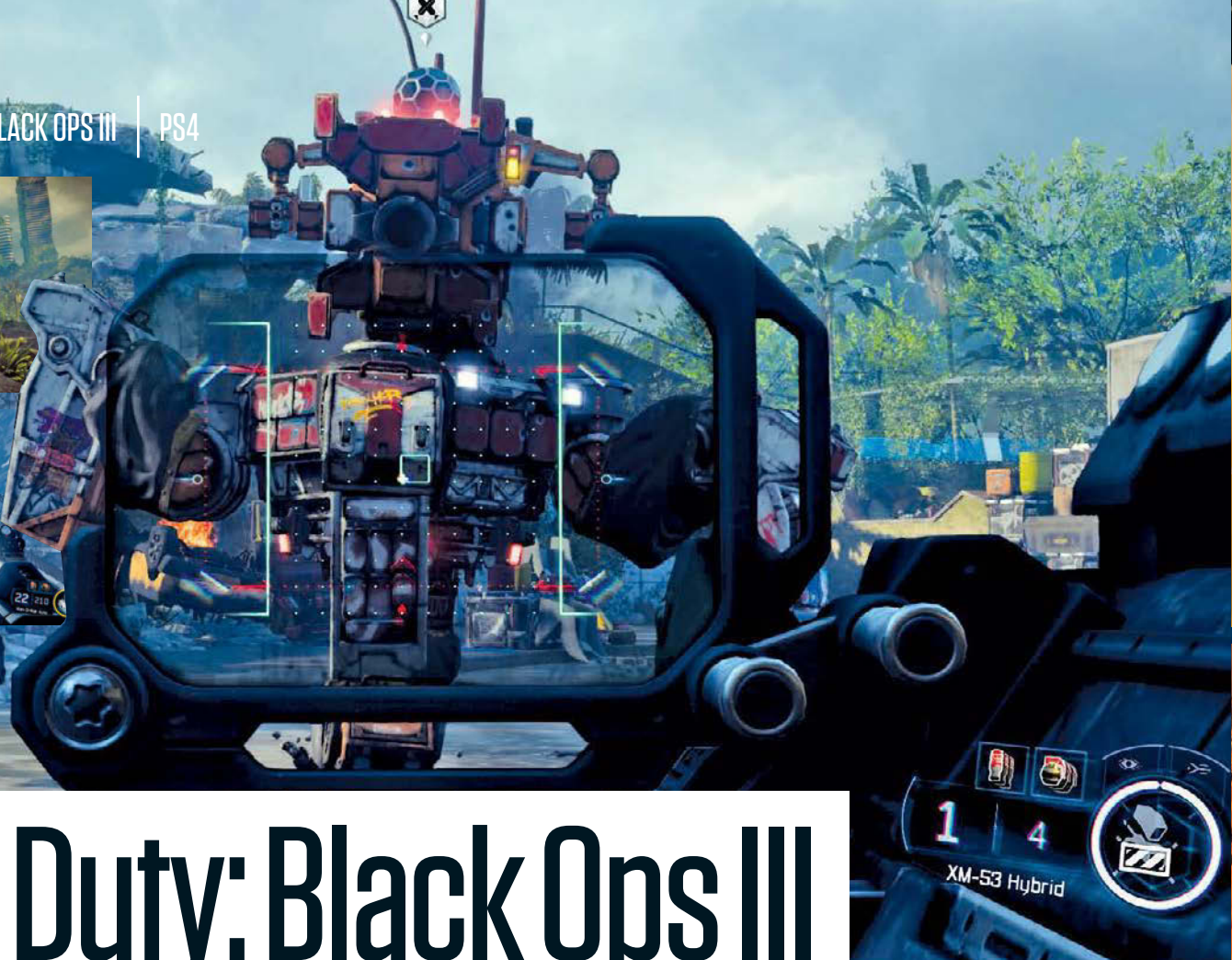
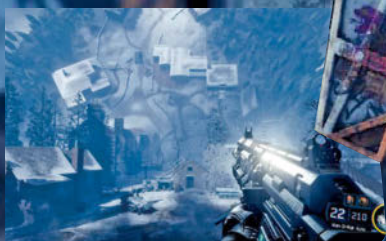
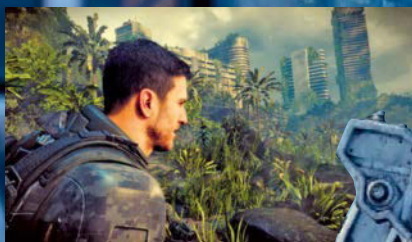
▲ CHALK UP MORE than \$9,345 in fines during a police pursuit. Just make sure you get away afterwards.



SPEED FREAK

■ TUNE UP YOUR ride, find a clear stretch of tarmac and see if you can beat our top speed of 221mph.

Beaten our trials? Let us know @PlayMag_UK!



Call Of Duty: Black Ops III

War machines, graphic scenes and screeching teens



DETAILS

PUBLISHER

Activision

DEVELOPER

Treyarch

PRICE

£54.99

PLAYERS

1-16

AGE RATING

18+

TWITTER

@CallOfDuty

Trophies 48



ALSO ON PS3

MUCH LIKE THE soldiers that it depicts, *Call Of Duty* marches inexorably on. Due to the new three-year development cycle that

Activision has implemented, this year marks the return of Treyarch, following a surprisingly accomplished showing from Sledgehammer Games last year and another derivative, clumsy effort from Infinity Ward the year before.

As a rule – albeit an unimportant, self-imposed one that dates back to *Call Of Duty 4* – we always tackle the single-player campaign first. Often, they're reasonably short, casual affairs that you can pick up and put down at will. This year's campaign is longer and more contrived. Infinity Ward did the groundwork a long time ago in terms of mechanics, and that's why a *Call Of Duty* campaign can be such an enjoyable experience, but now, after so many iterations, a *COD* story needs to be judged on its Michael Bay-ness. This one stumbles. There's so much forced drama, so many explosions, so many horrible, cringe-worthy conversations that we struggled with it at times. Most of you will wonder whether we expected

anything to the contrary, but to be honest, Sledgehammer actually did a pretty good job with *Advanced Warfare*'s story last year – we only felt sick once or twice. *Black Ops III*'s voice acting also leaves a lot to be desired.

Still, the single-player mode offers a host of new elements that we enjoyed quite a lot. Due to this being a full-on sci-fi game now, you spend the game controlling either a male or female super-soldier with enhanced abilities like wall-running and a large collection of implants that allow you to disable

“BLACK OPS III OFFERS THE BEST FPS MAP DESIGN THAT WE’VE SEEN IN RECENT YEARS”

robots with your mind (seriously), turn enemy combatants' Exo suits against them, disable weapons and much more. These become available as you level up throughout the campaign, and are unlocked with Fabrication Kits. Try to experiment with them as much as you can – the recharge rate is pretty fast and once you get into the habit of using them, it makes life a lot easier.

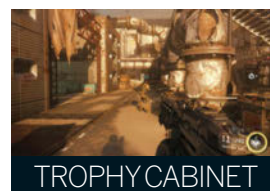
What Treyarch lacked in terms of campaign mode polish compared to Infinity Ward back in the days of *World At War* and *Black Ops*, it more than made up for in its online suites. In fact, the first *Black Ops* is a measurable turning point in the history of *Call Of Duty* – the day that Treyarch surpassed its formidable cousin in the multiplayer arena. Infinity Ward's limp retort was the disappointing *Modern Warfare 3*, which, let's face it, no-one ever gave a shit about. Treyarch continues to set the benchmark for online shooters, frankly,

as *Black Ops III* not only offers the best FPS map design that we've seen in recent years – Aquarium, in particular, is imaginative and fun – but it offers so many game modes and random loot drops that there are hours and hours of intensely enjoyable killing to be had. There's a large selection of different operatives with unique special abilities to experiment with as well, so there's more

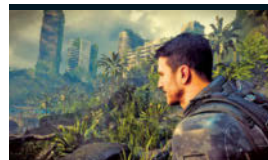




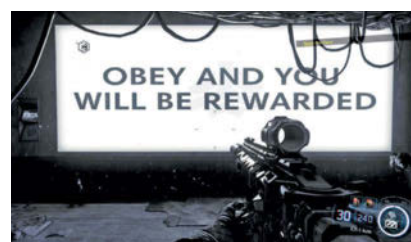
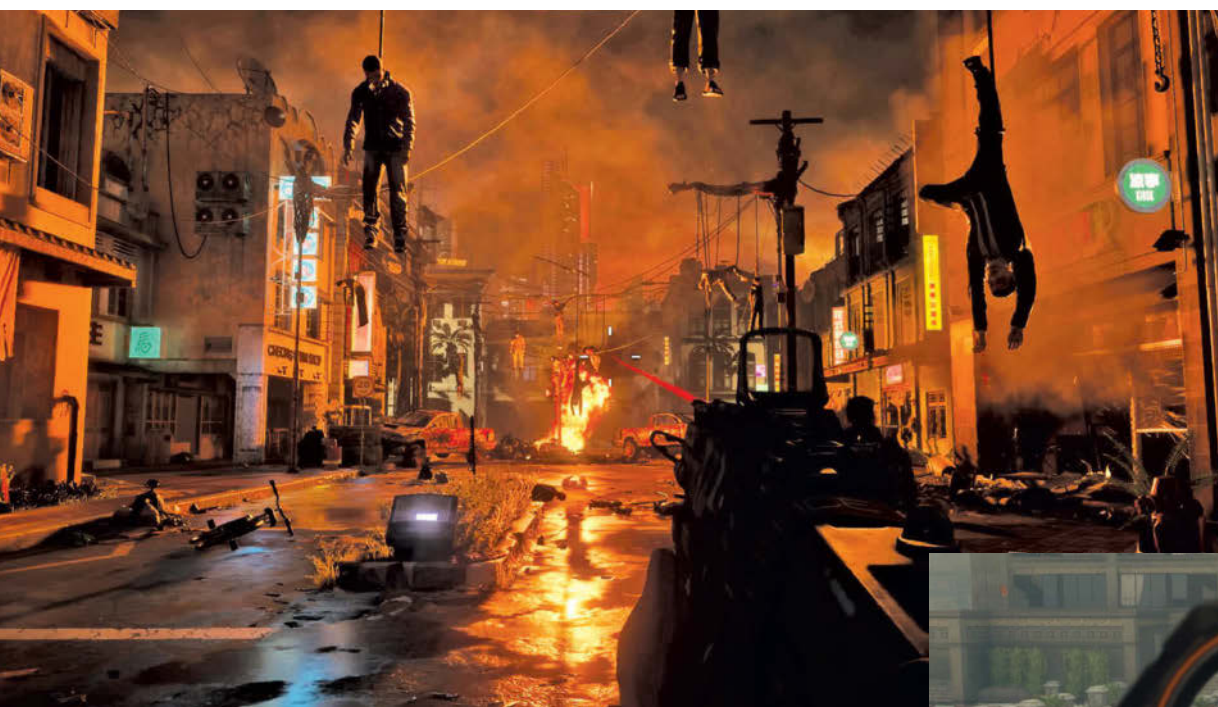
△×○ This flying section happens in one of the later missions. It was fun, until we were forced to protect a stupid NPC, like in *GoldenEye*.



NO ONE WILL BELIEVE YOU
Complete the campaign on Realistic difficulty, which is essentially one-shot-kill mode.



PERSONAL DECORATOR
People are already moaning online about how impossible this one is. Earn all decorations in the campaign? Gulp.



reason than ever to stick with it for a long time after launch.

Zombies mode returns and is more elaborate than ever. If you've never checked a wiki guide to see how complicated completing Zombies maps entirely can be, you should – honestly, there's so much more depth to them than you'd ever expect. Naturally, we didn't see the end of *Black Ops III* Zombies while reviewing the game, but a few rounds of the new Shadows Of Evil story, featuring Jeff Goldblum and friends, felt fun and familiar. There are also new features like Gobblegum, which gives you upgrades, and the Beast, which turns you into a writhing, tentacled monstrosity for a short while.

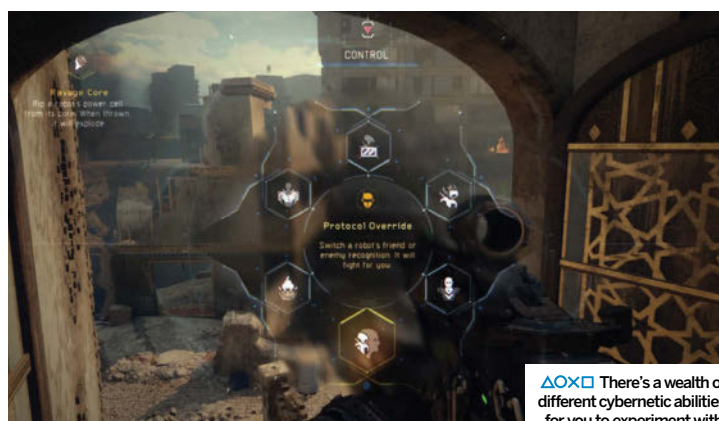
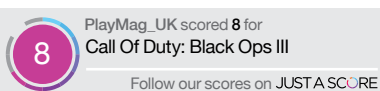
What with the Campaign, Nightmares mode – an altered, abstract version of the campaign with undead enemies –

Zombies and multiplayer, there really is an awful lot of game here for your money. We were disappointed with elements of the single-player campaign – too many robots, overly shouty, unnecessarily complicated narrative – but it's honestly worth picking up *Black Ops III* for the multiplayer suite alone. This is often the go-to line when reviewing *COD*, but this year, we mean it.

Steve Holmes

VERDICT

Fantastic value and breadth of content make this a great update to the franchise – in fact, Treyarch's multiplayer prowess is worth the price tag alone.



△×○ There's a wealth of different cybernetic abilities for you to experiment with.



Assassin's Creed Syndicate

No wonder they didn't call it Victory...



DETAILS

PUBLISHER
Ubisoft

DEVELOPER
Ubisoft Quebec

PSN PRICE
£49.99

PLAYERS
1

INSTALL SIZE
40GB

AGE RATING
18+

TWITTER
@assassinscreed

Trophies 50



SINCE THE 2007 original, Ubisoft has released more than 20 *Assassin's Creed* games.

That's roughly two and a half games per year, every year, for almost a decade. So no wonder *Assassin's Creed Syndicate* feels tired, old and spent. Reviewing *Assassin's Creed* these days is less like discussing a videogame and more like analysing the latest iteration of a smartphone, or a new laptop. Probably since its inception and definitely since 2013's *Black Flag*, *Assassin's Creed* has been a corporate commodity, an item, a product. There's no heart to it, no passion. It's just tweaked and re-skinned, year on year.

The smartest and most dignified thing Ubisoft could do now would be to say, "That's it, we're done, there's no more." But that won't happen, not until the sales peter out. And so we continue to get these games that are way past

their best, cynical money-spinners made seemingly by a development team that is boring even itself.

And it's not like *Syndicate* – same as most of its recent predecessors – is even functional. At least when you buy *Call Of Duty*, although it's heartless and made to order, it's reliable – it's always working, accessible and good-looking. But *Assassin's Creed Syndicate*, while not as buggy as last year's *Unity*, is filled with all the same old problems you've come to expect from the series. Guards still behave weirdly, combat is a mess and the parkour controls constantly leave you stranded on a ledge you didn't mean to climb, or running up a wall when you were trying to chase a target. Navigating your inventory and executing some of the more complex manoeuvres is always an adventure. As ever, sneaking into an area, gracefully assassinating your mark and sneaking back out is nigh impossible. This is a

game where every mission setup, no matter how promising, degenerates into shambolic button mashing. You can't even walk down the street without killing ten people and accidentally scrambling up a building. It's a mess.

The world design doesn't help. 19th century London looks great and Ubisoft Quebec has made an applaudable effort to get the geography right – from Westminster to Trafalgar Square and Southwark, everything is right where it should be. But it's hard to enjoy when there are so many map markers and pop-ups howling for your attention. In a sandbox game, you want to feel like you're actually *in* the environment, that it's a living, breathing place and you're simply a part of it. *Assassin's Creed Syndicate*, since it's so determined to give you things to do, collect and complete feels inherently dead. It's a videogame world, filled with videogame things. Some of the side-quests border





△○× There are stacks of different side-missions and activities, leaving *Syndicate* feeling bloated and directionless.



“THERE’S NO HEART TO IT, NO PASSION. IT’S JUST TWEAKED AND RE-SKINNED”

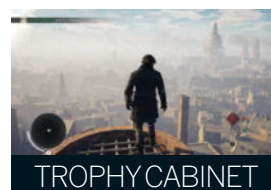


on interesting – sneaking into a textile factory to assassinate the foreman and liberate child labourers is something new – but most of the time, it’s the same old sandbox junk: go here, find this, kill these people.

The writing just doesn’t help, either. Same as his script for *Far Cry 3*, Jeffrey Yohalem’s work on *Assassin’s Creed Syndicate* is just a mess of ideas, plot threads and characters, dull at the best of times but mainly incoherent. As soon as you start the game, there are 52 database entries (yeah, 52 of the damn things) to read. And even when it’s not drowning in its own lore, *Assassin’s Creed Syndicate* struggles to find a strong through-line – you’re never

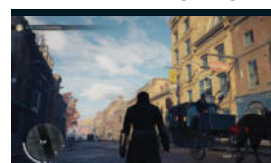


△○× The game features vehicles but they feel more jilted then moving on foot – and that’s bad enough.



TROPHY CABINET

MOST UNSPORTING
Make sure you’re always stocked up on bullets, and wait for the timer to reach about half-empty before hitting Triangle.



STREET SWEEPING
Before going into any fights or side-missions, make sure your character is at the right level. Buy upgrades and gear to even the odds.

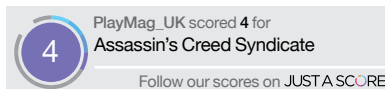
really sure what you’re doing or why, and that makes it difficult to care.

If *Unity* wasn’t convincing enough, *Syndicate* provides proof that the series needs to end. It’s exhausted. Even Ubisoft doesn’t seem to care any more. And who can blame it? 20 games in eight years. No wonder the enthusiasm appears to be gone. There’s no shame in admitting it’s over. And the longer it goes on – the more entries like *Syndicate* that come out – the further *Assassin’s Creed*’s reputation will sink.

Ed Smith

VERDICT

The world of *Syndicate* looks lovely and it has a few neat side-missions, but largely this is the same old *Assassin’s Creed* with the same old problems. It’s time this series ended.



BlazBlue ChronoPhantasma Extend

We anime now



DETAILS

PUBLISHER
PQube
DEVELOPER
Arc System Works
PSN PRICE
£49.99
PLAYERS
1-64
AGE RATING
12+
TWITTER
@BlazBlue_Europe

Trophies 51



CONTINUING THE TRADITION of coming up with a title that's as hard to say as the game is to play to a high standard (it's pronounced blayz-bloo, people... yes, still), Arc returns with another anime-inspired fighter. And while it might not have the wow factor of *Guilty Gear*'s amazing 3D engine, *ChronoPhantasma Extend* is still comfortably the most comprehensive and feature-packed *BlazBlue* to date.

The key feature that sets *BlazBlue* apart from most other fighters is the Drive system, which sees an entire button devoted to special attacks, traits and abilities that differ wildly from character to character. Bang, for instance, gets a selection of unique

normal attacks that charge runes to power a special super attack, while Tager can magnetise opponents to make it much easier to get them into grab range – most of the cast has their own gauge, gimmick or ability and as a result, even those with similar move sets on paper end up playing completely differently. It's miraculous, frankly, that ArcSys can achieve any

“MAKOTO IS SEVERAL STEPS FURTHER INTO FURRY FAN SERVICE THAN WE'D TYPICALLY LIKE TO STRAY”

semblance of balance when this cornerstone of the franchise seems to spit in the face of the very notion of equality, and even more impressive just how well balanced this iteration is.

Pretty much every character has a shot at victory in skilled hands and although getting wins with Amare or Arakune is going to be much harder work than with Valkenhayn or Jin, *CPE* presents a surprisingly level playing field.

It certainly doesn't hurt that as far as 2D fighters that use traditional art go, *ChronoPhantasma Extend* is one of the best-looking ones out there.

Sprites – if you can even still call them that when they're hand-drawn and this high-res – are universally excellent (character design is another thing entirely,

but the good easily outweighs the bad here... that said, Makoto is several steps further into furry fan service than we'd typically like to stray) and animation is equally on-point. Vibrant backgrounds, stylish UI and a typically awesome ArcSys rock soundtrack all help elevate presentation too, although dialogue spam is comically poor – giving characters lines to say while guarding just means you'll hear the same 'NOT QUITE!' or 'POINTLESS!' sample multiple times in the space of a single block string – this fortunately ends up being more comical than annoying but it's still far from ideal. Arc also continues to make questionable decisions in the localisation process, too. Is a fully-voiced tutorial *really* necessary? Similarly, if the story mode of a fighting game is so bat-shit crazy



△○×□ Since Bursts can't be used to break out of supers, it's important to mix up combos and occasionally bust out the flashy stuff early.



△○×□ Hazama's combos all flow beautifully but demand tight execution.



and impenetrable for newcomers, would simplifying and refining it not be a better option than having to include an entire mode (also fully voiced) dedicated to getting players up to speed? The dedication shown on this side of things is impressive, sure, but it just feels like those were the result of resources that could have been better spent elsewhere.

Where exactly, though, is another question entirely, as the selection of modes and features on offer is rather damn extensive. Training options continue to be pretty much best in class, with thorough breakdowns of everything from the simplest of mechanics to character-specific advice and trials. Solo players have a host of solid options, from the suitably bonkers story mode (at least you actually get to fight in this one...) to the expected smattering of typical fighting game modes and beyond, with Unlimited Mars offering a challenge for hardcore players and Abyss letting you add perks, stats and skills to your chosen character as you battle through this novel twist on Survival mode. The multiplayer suite has also been enhanced, allowing you to pick an avatar and stroll around larger virtual arcades than ever before (as well as customisable lobbies for private games) and either watching others play or sitting down at a cab yourself and waiting for a rival to face. The community isn't all that huge and the general skill level seems high, so you

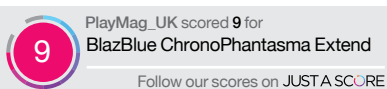
may want to make sure you know what you're doing before you venture into this corner of the game.

Despite the seemingly towering barriers to entry, though, *ChronoPhantasma Extend* actually does a better job of explaining itself and teaching players, regardless of skill level or experience, *how* to get good than even fighters designed for mass market appeal. It's a remarkable achievement and as such, anyone looking to get involved with *Street Fighter V* early next year would do well to jump in now and start learning the basics. The tutorials may seem dense and overinflated but stick with them and you'll find that they do a great job of explaining fighting game fundamentals and helping to learn different styles, and those lessons are easily transferable to other fighters as well. It's as good a standalone experience as it is an education in how the genre works, then, and as such, *CPE* is a dead-easy recommendation for anyone with a competitive streak, or indeed anyone who just enjoys damn good fighting games.

Luke Albigés

VERDICT

With a great roster, a wide array of modes and options and presentation that is top tier among classic 2D fighters, the newest addition to the *BlazBlue* family is the best yet.



△○×□ Amane's basic strikes are hard to land – only the tip of the cloth extension actually has a hitbox, so spacing is crucial.



Guitar Hero Live

Six buttons... well, it's one louder, isn't it?



DETAILS

PUBLISHER
Activision
DEVELOPER
FreeStyle Games
PRICE
£79.99
PLAYERS
1-10
AGE RATING
12+
TWITTER
@FSGstudio

Trophies 50



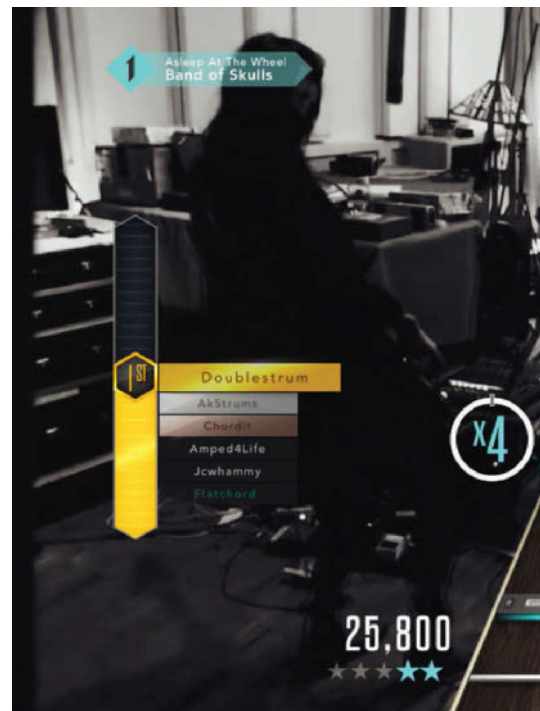
ALSO ON PS3

EVER SINCE HARMONIX announced that *Rock Band* was coming back after a five-year hiatus with most of its vast archive of DLC intact, the pressure was on Activision to deliver something different for its own rhythm-action reunion tour. The DLC model simply wasn't going to cut it in the face of such dominance, and a classic five-button *GH* would have felt too close to a rival game with thousands more songs available. Luckily, Activision has in FreeStyle Games – the team behind the excellent *DJ Hero*, no less – a studio with a proven track record for making new ideas work in the music gaming sector, and it's safe to say that everyone involved has made this a splendid return to form for the franchise.

FreeStyle has opted to innovate in two completely different directions with *Guitar Hero Live*'s pair of primary modes, Live and TV. Live does away with the usual character models prancing about on rendered stages behind the note chart, instead using first-person live-action footage of real arenas and crowds that react to your performance. It's a gimmick, sure, but it's a powerful one – nothing gives you the kick up the ass you need to get your act together quite like a sea of real people heckling you while your bandmates shoot you death stares. The audience are a fickle bunch too, bopping around, singing along and waving banners about how great you are but all too ready to turn savage after just one rough passage, booing, chucking junk at you and changing their signs to be cruel put-downs if you miss too many notes. Seriously, what kind of asshole takes a 'YOU SUCK' sign to a gig, anyway? Realistic it is not, then, but even with its douchebag bands and flip-flopping crowds, it's a really cool twist on the usual

presentation. Truth be told, you might not even notice it all that much – the note track running up the middle of the screen is something you probably shouldn't be looking away from all that often, especially when trying to nail tough songs on Expert.

The other side of the game is GHTV, a streaming service with an ever-growing selection of extra tracks (just over 200 at launch) that offers a score attack paradise for when you're done with the Live experience. Curated shows run throughout the day

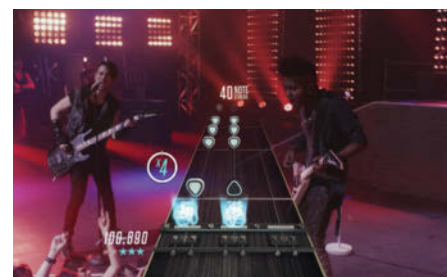


at the cost of a single Play token. These can be bought using in-game cash (which can be earned simply by jamming along with the live shows) as well as through microtransactions, but anyone complaining about this system is likely just spreading misinformation – while score-chasers will need to burn a lot of tokens as they practice songs in search of full combos, the vast majority of players should never find themselves in a situation where they need to even consider buying Plays, as the game is generous enough with them (and

“EVEN GH VETERANS WILL FIND THAT THIS NEW SYSTEM TAKES SOME GETTING USED TO”

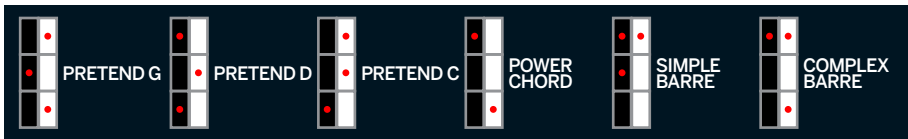
on two different interactive music video channels – tune in, rock out and battle against other players doing the same on the live leaderboard that appears on the left side of the screen. Every song currently in rotation on the service can also be played on-demand

indeed the in-game cash used to pick them up) to prevent erecting a paywall. The only time we'd consider paying right now is to pick up a Party Pass – a 24-hour full unlock that lets you freely play the entire catalogue – if we had a bunch of mates around or really



SOUND SHAPES

Some new chords patterns for you to practice...

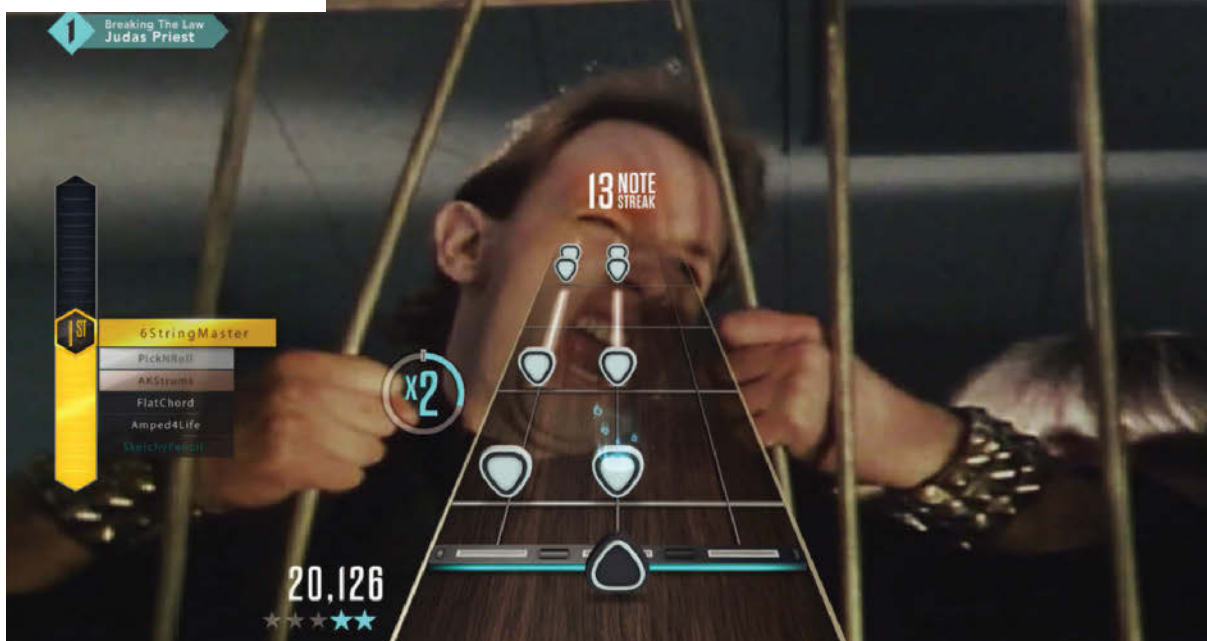




wanted to nail down a couple of especially tricky songs. Some have expressed concerns that this streaming service means you don't technically own the content provided and while that's true, it's no different to the likes of Spotify or Netflix in that regard, and there's not even a subscription fee to worry about here. It's a creative solution to tackling *Rock Band*'s DLC dominance and one that feels fresh, modern and exciting.

Mechanics are familiar enough and consistently great between the two modes, thanks largely to how much the new controller changes the way you play. In place of the classic five-button rainbow are two rows of three keys, introducing new chord shapes that feel more like the real thing – barres and simple chords are emulated and approximated well, although even *GH* veterans will find that this new system takes some getting used to. Charting isn't as obvious as it was with a strip of coloured buttons, but as was true of *DJ Hero*, mastering a new input device to blitz a song on Expert is hugely rewarding. We're not overly convinced by the build quality of the guitar itself, having had issues with the strum bar and/or buttons on several different ones – our main guitar has, after a good 30 hours of play, decided that it'd be really cool if the strum bar got really stiff, stuck in place occasionally and squeaked so loudly that you have to crank the volume on the TV, while another has serious issues with registering up-strums. Hopefully this is just teething troubles with the first batch pushed out for launch, but just hang onto your receipt in case you end up with a dodgy guitar and need to swap it for a fresh one. Calibration issues also seem common, although re-running the Game Calibration option over the course of a few songs (rather than using the frankly awful

ΔΟΧΤΗ GHTV has a surprisingly diverse set of tracks, with more set to be added often.



cowbell slider alternative) usually seemed to do the trick for us.

A creative and hugely entertaining reworking of a rhythm-action classic, *GH Live* is a belter of a comeback that offers two unique ways to play, one of which will grow and improve – we can't wait to see GHTV evolve with time, as its potential is absolutely huge. No, FreeStyle... YOU rock.

Luke Albigés

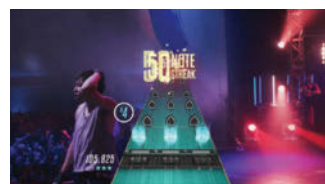
VERDICT

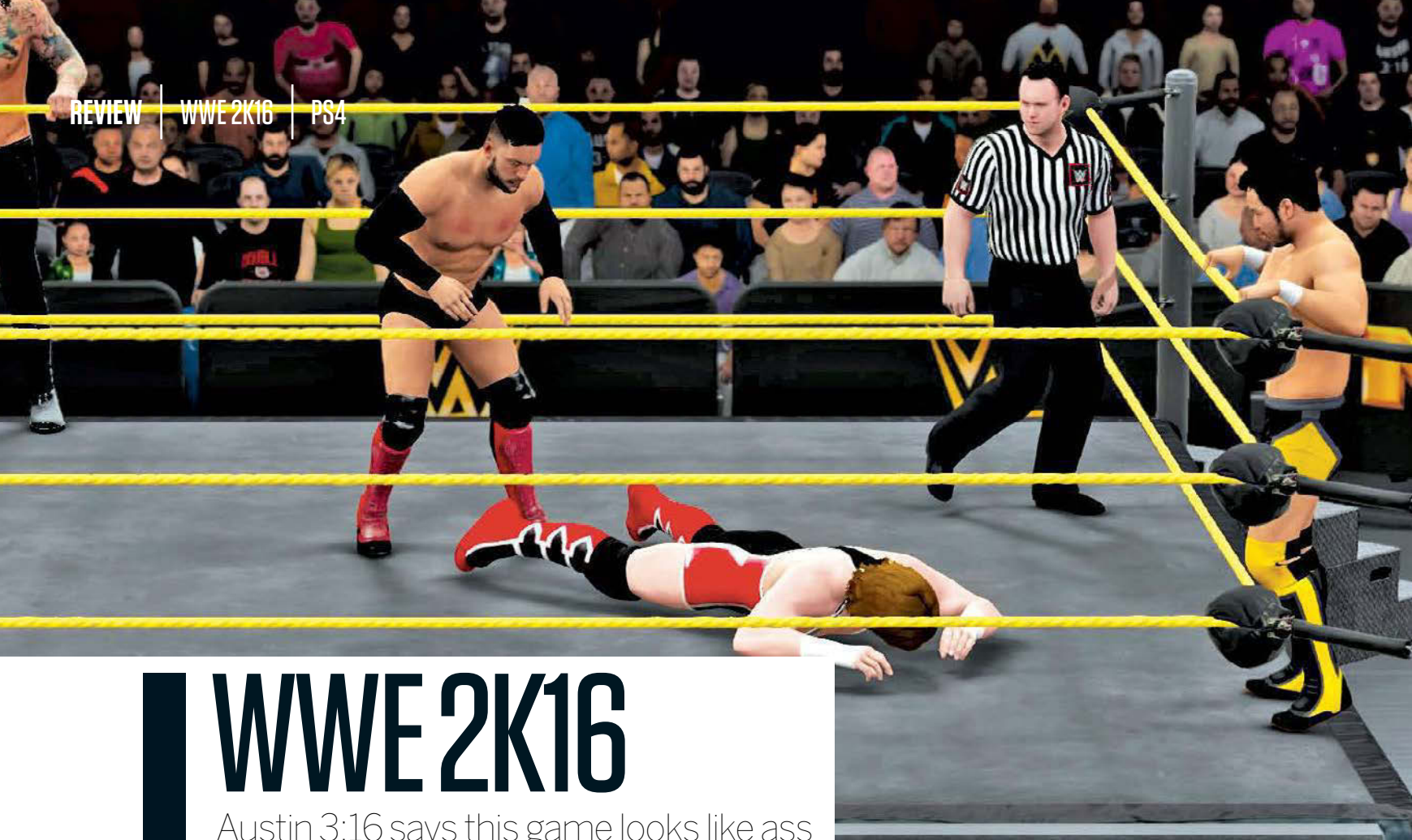
Inventive, novel and as enjoyable as ever, *GH Live* is a superb revival of a party favourite that embraces its roots once more. It would've scored higher had it not forced us to endure Mumford & Sons.

8

PlayMag_UK scored 8 for
Guitar Hero Live

Follow our scores on JUST A SCORE





WWE 2K16

Austin 3:16 says this game looks like ass



DETAILS

PUBLISHER

2K Sports

DEVELOPER

Yuke's

RELEASE DATE

Out now

PRICE

£54.99

PLAYERS

1-4

INSTALL SIZE

38.6 GB

AGE RATING

16+

TWITTER

@WWEgames

Trophies 55



ALSO ON PS3

THEY SAY YOU can't polish a turd. Yuke's does its absolute level best to prove that popular piece of wisdom wrong with *WWE 2K16*, but, somewhat predictably, fails. We don't mean to be facetious about the effort the developer has put into the game, because it *has* made notable improvements. The problem is that all those little tweaks and flourishes cannot hide the fact that, at a fundamental level, we're still playing the same wrestling game we've been playing for years. Yes, there are one or two new mechanics, but it is still recognisable as that clunky, repetitive and often dull wrestling system that's been in dire need of an overhaul for so long.

If *WWE 2K16* does have something going for it, though, it is that it is an improvement on last year's entry. The strides that the last game made in terms of trying to give the game's matches better pacing continue here with a new pin system that makes for some dramatic kick-outs and a new reversal system that naturally leads to swings in momentum – you can no longer spam reversals now that you have a limited, rechargeable number (though bizarrely, that doesn't always seem to apply to AI

opponents). There are moments where those systems come to together to create some genuinely tense matches with real moments of drama – it's just unfortunate that those matches are as rare as a John Cena defeat.

Career mode has also taken a notable step forward. As with the last game, you start off in NXT and have to work yourself up to the main roster, but once you're there, you're free to go for whatever title you want. To do that, you enter yourself into a top ten ranking for that title and

must work your way up to get a title shot. On the road to doing that, you can get into rivalries with other superstars – by choosing to run in on one of their matches and attacking them, for example – which then build to a PPV match that ends the feud, freeing you up for the next one. Having a much clearer sense of the path you are taking and having a bit of freedom to influence the course of the journey you are on gives Career mode a better sense progression and makes it more engaging.

△OXD Sometimes wrestling gets a bit too much and you just need a good lie down.



OR YOU
COULD TRY

WWE ALL STARS If you want a wrestling game that's far more outlandish and arcadey then *WWE All Stars* is the game for you.

We haven't seen the same sort of progress made in the game's Showcase mode, this year built around the story of wrestling's biggest ever star, Stone Cold Steve Austin. As ever, we love the use of real footage. What we don't love is the structure of giving you a series of objectives to complete. It's inherently dull – more so now that we've been doing it for a few years – and can be frustrating when you're struggling to engineer your opponent into a particular position demanded by the game while your repeatedly getting your arse handed to you as you fiddle about.

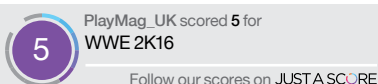
That juxtaposition of real footage with in-game action also serves to highlight just how dreadful *2K16* looks. When 2K took over the *WWE* series, every wrestling fan fantasised about a *WWE* game that looked as good as the uncannily realistic *NBA 2K* titles. Why hasn't that happened? We don't know. What we do know is that it looks like, in Steve Austin's words, "a no-good piece of trash". Featureless arenas, poor lighting, low-res crowds, ridiculously proportioned character models and rubbish animations (not to mention the glitches) all conspire to create a game that is a million miles away from the visual quality of most of the stuff on PS4. Don't get us wrong, we'd prefer the core game to be fun to play, but if that's not going to be the case, we'd at least like it to *look* nice.

And here we return to the key problem. *WWE 2K16* just isn't that much fun. It provides *moments* of fun, but like an aging wrestler that's been at it for too long, playing the game feels like you're going through the motions, quickly settling into the familiar rut that you've been sat in for year after year. The series reeks of mediocrity and that stench will never leave until it takes a couple of years off to reinvent itself.

Paul Walker-Emig

VERDICT

The welcome improvements over the last game just aren't enough to patch up the creaking core of the *WWE 2K* series. And that's the bottom line, 'cos *Play* magazine says so.



"TENSE MATCHES ARE AS RARE AS A JOHN CENA DEFEAT"



△×□ This is meant to be a human body; a cursory look at its proportions says otherwise



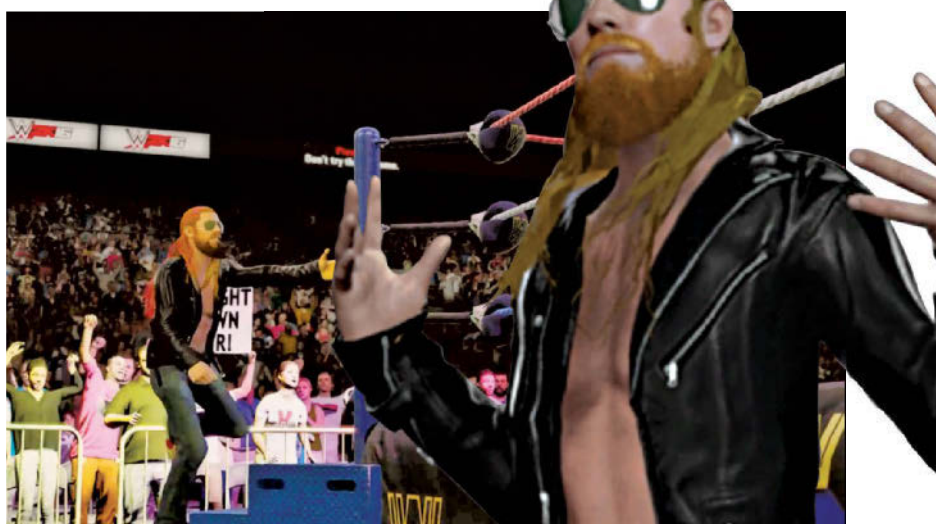
△×□ Remember that classic moment when Austin grappled Dude Love?

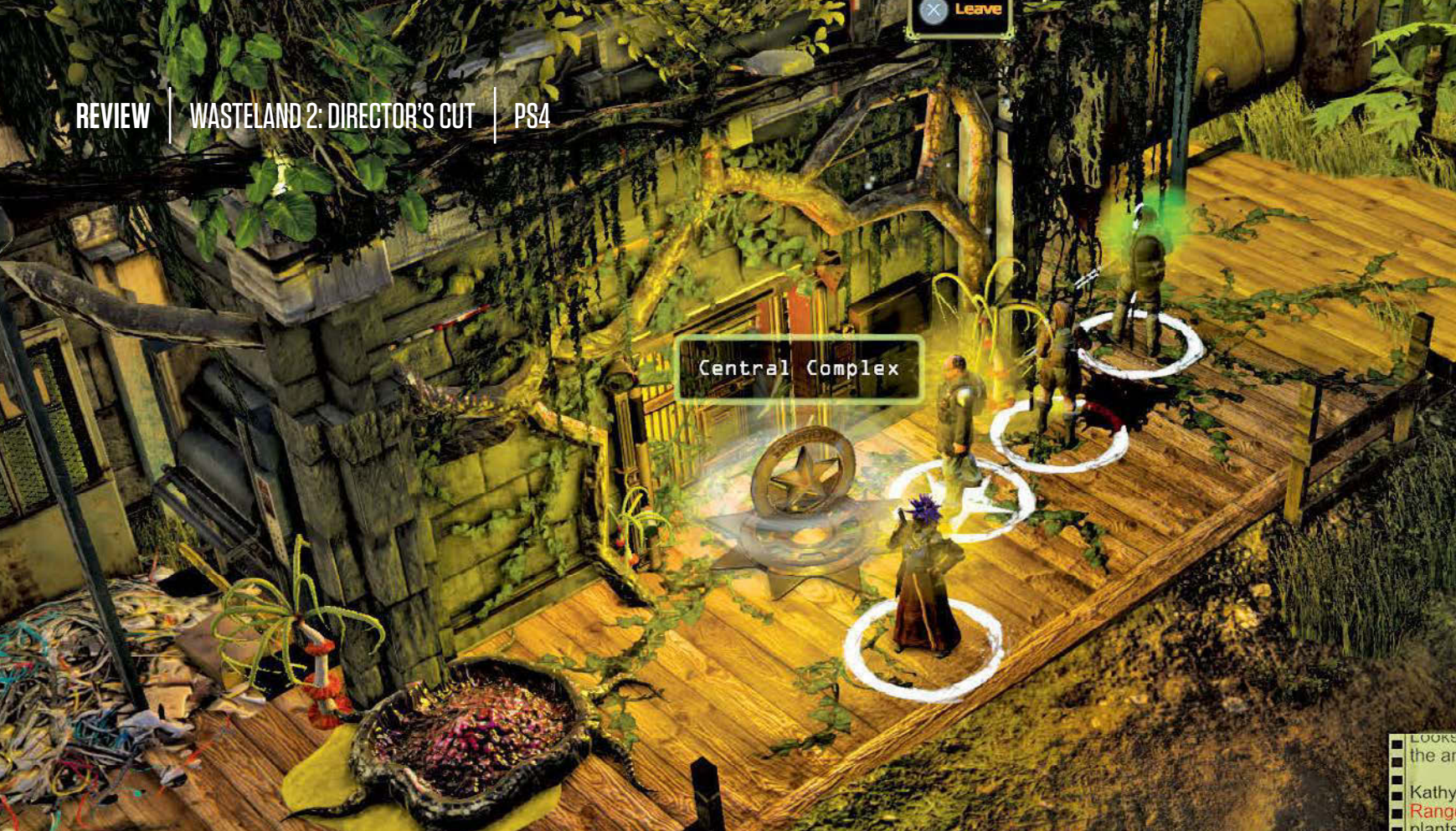


MAKE YOUR OWN FUN

Has *WWE 2K16* fixed the problems with last year's creation mode?

It perhaps doesn't reflect particularly well on *WWE 2K16* that the most fun we've had with it isn't *playing* the game, but creating everyone in the office and letting them fight it out under AI control. Unfortunately, awful load times still make creation a huge chore. On the plus side, Diva, arena and title creation modes all make a return, though Create-A-Finisher remains absent.





Wasteland 2: Director's Cut

Protect and survive



DETAILS

PUBLISHER
InXile Entertainment

DEVELOPER
InXile Entertainment

PRICE
£34.99

PLAYERS
1

INSTALL SIZE
7.8GB

AGE RATING
18

TWITTER
@BrianFargo

Trophies 47



THE FUTURE IS a funny thing – it never turns out quite the way you'd expect it to. Back in the late-Eighties, when the original *Wasteland* came out, most people expected the world to have been blown to smithereens by nuclear weaponry no later than the end of the century. A few years later, in the early-Nineties, CDs started to replace cartridges and people got the idea that live-action FMV was the new standard in games. Neither of these predictions came to pass, but it seems that nobody told InXile Entertainment – *Wasteland 2: Director's Cut* starts with the kind of FMV intro we thought long extinct.

There's nothing wrong with that (in fact, it's actually quite refreshing), but it does serve to underline the fact that *Wasteland 2* is an old-school game. It's the kind of computer RPG that expects the player to be sitting at a desk, up against their monitor – you can tell that from the small text size. Likewise,

the control system is a reasonable adaptation from the standard PC scheme to the DualShock 4, but never feels so intuitive that you can shake the feeling that you're playing a game that *really* needs a mouse. Additionally, it's clearly been made by people who remember the days when RPG visuals were functional first and pretty second, despite improvements made over the original 2014 PC release.

However, those issues won't stop you getting sucked into the post-apocalyptic world of *Wasteland 2*, they'll just ensure it takes a little longer for it to happen. You see, the game is old-school in another way, too – it's an RPG in which you actually do some role-playing. After you generate your team of Desert Rangers and get some initial exposition out of the way, you venture off into the wilderness, and your choices are basically your own. Your team doesn't come burdened with its own backstory, allowing you to shape the tale in the way you see fit, and

conversation choices are always clearly signposted to show the intention behind each of the available remarks.

Better yet, your choices come with consequences and you're made fully aware of them. Early on, you'll have two emergency situations which are priorities – choose one and your radio will quite happily relay messages of distress from the people you've ignored.

As you might have guessed, this isn't a game where everything works out just great for everyone. It's as bleak as a post-nuclear RPG needs to be, but it's far from dry – while life is rough for every single person you'll meet, there's enough gallows humour to make the world believable and crucially, to soften the blow when the truly dark stuff does happen. The writing is solid, but what really makes the game engrossing is the voice work – there's loads of it, and the acting is uniformly strong.

The other way in which the game is decidedly old-fashioned is its combat – the turn-based grid system will be

FOR FANS
OF...



FALLOUT 3 If you liked the setting and style of *Fallout 3* but missed the humour and isometric perspective of the first two games, *Wasteland 2* will be right up your alley.



△○×□ This isn't too pretty – and the mutant is pretty grotesque too.



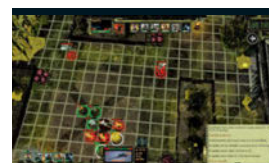
“IT’S THE KIND OF COMPUTER RPG THAT EXPECTS THE PLAYER TO BE SITTING AT A DESK, UP AGAINST THEIR MONITOR”



familiar to anyone who has played tactical RPGs from *Shining Force* to *Rebelstar*, with Action Points dictating your characters' available movements. It's enjoyable when there's a lot going on and you're moving people in and out of cover, but can begin to wear thin as a battle drags on and you end up repeatedly chasing and attacking the last enemy. Random elements come into play frequently, with shots going astray and hitting your allies and weapons jamming at just the wrong time. It's an unforgiving experience, particularly on the higher difficulty levels where one false move can undo an otherwise excellently-fought battle and result in the permanent death of one of your characters.



A NIGHT TO REMEMBER
There are two ways to catch crabs. One involves dropping a line and some bait in the water. This one... doesn't.



Just position your guys slightly off the line of allied fire, and random gun misfires will give you this one.

And that's the *Wasteland 2: Director's Cut* experience. The game knows its strengths and plays to them, focusing on its excellent characterisation and setting as well as its engrossing mechanics. Accessibility and presentation are a clear second place, but if you're the type of player who can forgive those flaws, you'll find a rich adventure that offers great replay value thanks to the ability to make real choices. The apocalypse is clearly no fun for those going through it, but from the comfort of your sofa, you should have a bloody good time with it.

Nick Thorpe

VERDICT

Wasteland 2 is not the prettiest or slickest game around, but beneath the old-school surface lies an RPG that will suck you into its world for weeks on end.

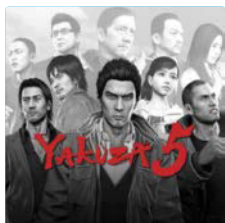
PlayMag_UK scored 8 for *Wasteland 2: Director's Cut*

Follow our scores on JUST A SCORE



Yakuza 5

Take a trip deep into the heart of Japan



DETAILS

PUBLISHER

Sega

DEVELOPER

In-house

PRICE

¥2,890

PLAYERS

1

INSTALL SIZE

8.2 GB

AGE RATING

TBC

TWITTER

@Sega

Trophies 57



THREE YEARS IS a long time to wait, let alone for one of Japan's biggest blockbusters.

While *Yakuza* is understandably one of PlayStation's most popular franchises in its native homeland, the series has struggled to replicate this success globally. So is *Yakuza 5* the game to finally break this trend, when it finally arrives on British soil later this year? Well, the series' fifth instalment is certainly filled with enough reasons to try and convince you to jump in.

Saying *Yakuza 5* is a big game is a massive understatement, with the campaign alone easily running to over 40 hours. The overall plot revolves around the charismatic protagonist (and series mainstay) Kiryu Kazuma as he, alongside three other men and his adopted daughter, try to fulfil their dreams in the bleak landscape of the Japanese underworld. It's certainly a cliché story, but it's one that Sega manages to make work.

Each character's story has its own distinct section, mirroring an episodic approach, with all of these tales eventually intertwining in the game's dramatic closing act.

There's quite an emphasis on story, and players should expect to spend extended periods watching long cut-scenes, with these only being

That said, Sega's decision to split the game between five different characters, does help in breaking down the plot.

The main focus of the gameplay centres on the series' well-developed fighting system, one that mixes brawling and role-playing elements. The highlight of this is the diverse range of brutal finishers, which add drama

"IT'S ONLY BY VENTURING OUTSIDE OF THE MAIN STORY THAT YOU SEE THE WEALTH OF CONTENT ON OFFER"

subtitled for the worldwide launch. However, this over-the-top dramatic tale does a good job of keeping the player engaged, through excellent voice acting, and more twists and turns than an episode of *Game Of Thrones*. The story can be a lot to take in for newcomers though, given how established the characters and their back-stories are.

and spectacle to the solid combat. There's also vast amounts of depth here, thanks to each character having their own fully upgradable fighting style. The only real downside is having to repeatedly start levelling up again from scratch, something that can be slightly disheartening after investing so much time in a previous character.





△×□ Kiryu has hardened even more in *Yakuza 5*. If you can believe that.



Haruka's quest to become a national idol, which comes at the midpoint of the campaign, does deliver some respite from the endless battling. Here, gameplay is turned on its head, providing rhythm-based battling akin to the series' karaoke mini-games. This may sound out of place, but not only does it fit the game's Japanese aesthetic, but it also delivers even further diversity to a game that offers far more than it needs to.

In terms of presentation, it's obvious right from the opening animation that this is a beautiful game. It may experience the odd moment of slowdown or blurring, but largely it doesn't disappoint. This is no more true than when looking at the game's multiple locations. While previous games have largely been focused on Tokyo, this time Sega has faithfully recreated portions from five of Japan's largest cities. From Osaka to Sapporo, each of these locations breathes life into the experience, and a great deal of enjoyment can be had from simply taking in the sights and sounds of the towns. *Yakuza 5*'s various cities are so authentic, this may be as close as you can get to Japan without actually going.

These cities aren't just an empty setting either, rather living worlds where you can pop to the local convenience store, or have a drink in a bar. In fact, it's only by venturing outside of the main story that you really see the wealth of content on offer, which includes over 75 sub-stories and a variety of mini-games that include fishing, gambling and dating. Also, the English version apparently comes complete with all of the Japanese DLC, which includes a series of character-driven subplots.

To some, *Yakuza 5* may be a title that's three years too late. But fans will love the evolution of the series and its continuing drama, while there's more than enough on offer to entice new players. In fact, there's so much to see and do, you'll wonder where to start.

Simon Aubrey Drake

A GAME WITHIN A GAME

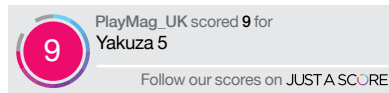
Similar to the likes of the Shenmue series, *Yakuza 5* has a case of gameception...



Yakuza 5 isn't the only game on offer. Head over to the Club Sega Arcade and you can play another Sega classic in *Virtua Fighter 2*, and Bandai Namco's drumming rhythm game, *Taiko no Tatsujin*.

VERDICT

If you've ever wanted a game that's rich in story, and allows you to not only visit Japan, but also grab some sushi and play a bit of baseball, then this is definitely for you.



Divinity: Original Sin Enhanced Edition

When there's no room on PC, the RPG will... walk the PS4?



DETAILS

PUBLISHER
Focus Home Interactive

DEVELOPER
Larian Studios

PSN PRICE
£49.99

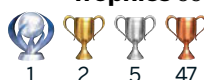
PLAYERS
1-2

INSTALL SIZE
767 GB

AGE RATING
16+

TWITTER
@larianstudios

Trophies 55



YOU CAN COUNT

the number of games like *Divinity: Original Sin Enhanced Edition*

available for PS4 on one hand. Actually, make that two or three fingers. To say this is the sort of game you don't see often on console is like saying, 'Assassin's Creed hasn't changed in half a decade', or 'Call Of Duty games have more than one gun in them'. Frankly, PS4 is in a better situation for it – after all, variety is a good thing, as nobody has ever said before.

Divinity plays out as a mix between an action-RPG like the old *Baldur's Gate: Dark Alliance* and a turn-based strategy game like the bit-less-old *XCOM: Enemy Unknown*. In broad terms, it translates to a lot of running around, avoiding traps, smashing crates, chatting with townsfolk and cats, smashing crates, looting chests, smashing crates, exploring the unknown, and smashing crates when out of combat. When in combat, it's a case of managing your Action Points,

cleverly using your skills and powers (get one magic-wielder to cast a rain spell to wet everyone, then another to electrocute the soggy enemies for additional damage) and generally out-thinking a ruthless and astute AI. It is a brilliant mix; a fine balance between one and the other, and it works perfectly as a formula for the game as a whole.

Speaking of that crafty AI, one thing that might put some off – but certainly didn't stop us – is the difficulty of *Divinity*. Basically, there's a quick save option that you need to familiarise yourself with, otherwise you can very suddenly lose a lot of progression. No warning. No build up. Just *bam*, an unseen trap hits your under-levelled characters (because you strayed into an area you're not powerful enough to be in) and it's over. It's harsh, and definitely tough, but the wall-like learning curve brings a challenge you don't see in many other games on PS4, and it's a welcome change.

You can always mitigate the challenge somewhat by bringing in another player.

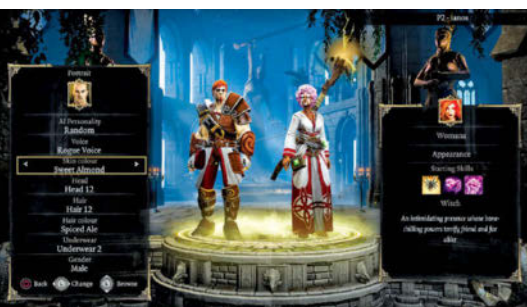


△×□ Combat you will see a lot of, and sometimes it will just pop up and... well, you'll die. Fun!

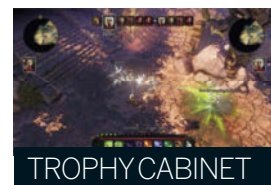
We set our game sessions to open, allowing any old schmuck to enter into our games – one such chap decided, after an in-game debate on the merits of stealing to benefit our quest (saving the world: not important), to steal *everything* in the city we were in. It was funny and useful – *and* he could just do it. We also messed about with some couch co-op, using split-screen, and it's fantastic fun, bringing an unexpected extra element of fun to *Divinity*.

Divinity suffers in its journey from PC to PS4, annoyingly. We say 'annoyingly' not because it's imperfect, but because we wish that it were flawless so we could just blindly love the game. Instead it's a rather familiar tale: awful inventory management (something you have to do a lot of); slow and unresponsive menus; and not to patronise, but some of the systems which might be familiar to a PC gamer aren't very well explained for us here in Console Land. Look, we're





△×□ Character creation isn't the most robust ever seen, but it's enough to make idiots like these.



I TALKED WITH A ZOMBIE
Avoiding spoilers, but follow the murder case in Cyseal early on and you'll bag this Silver.



SUSPICIOUS MINDS
Again, no spoilers but if you push Esmerelda in the very same case, you'll bag another Trophy.



used to something different here – it's not a bad thing to just admit that.

While they are issues that can't be ignored, they're only likely to irritate a few people to the point that they can no longer be bothered with the whole thing. The simple fact is, *Divinity* has so much Good Goodness™ going on elsewhere that some problems with the journey from computer to console end up not mattering. So you might get annoyed about passing weapons from one character to another, one by one, every time you need to do it. You might keep forgetting which of the triggers you need to press to access menus or change characters. You might not realise you can electrify steam clouds to cause damage. But good lord, there's so much to do; so much freedom; so much *fun to be had*, it's just a big pile of stuff worth playing.

Divinity: Original Sin Enhanced Edition is such a great story in the world

of gaming. A team that wanted to make something specific, but didn't have the money to do it; a successful – in all ways – crowdfunding campaign; an initial release that surpassed expectations (and actually came out within a reasonable amount of time); and an eventual, advanced journey to console, where it's been carried off with some style... and a few minor issues. Heartwarming, epic and pretty-bloody-great, *Divinity: Original Sin Enhanced Edition* is very much recommended.

Ian Dransfield

VERDICT

It's not a flawless port to console, but *Divinity* more than makes up for its clunkiness and difficulty wall by being a deep, involving and utterly engrossing tactical RPG.

PlayMag_UK scored 8 for *Divinity: Original Sin Enhanced Edition*
Follow our scores on JUST A SCORE

REVIEW ROUND-UP

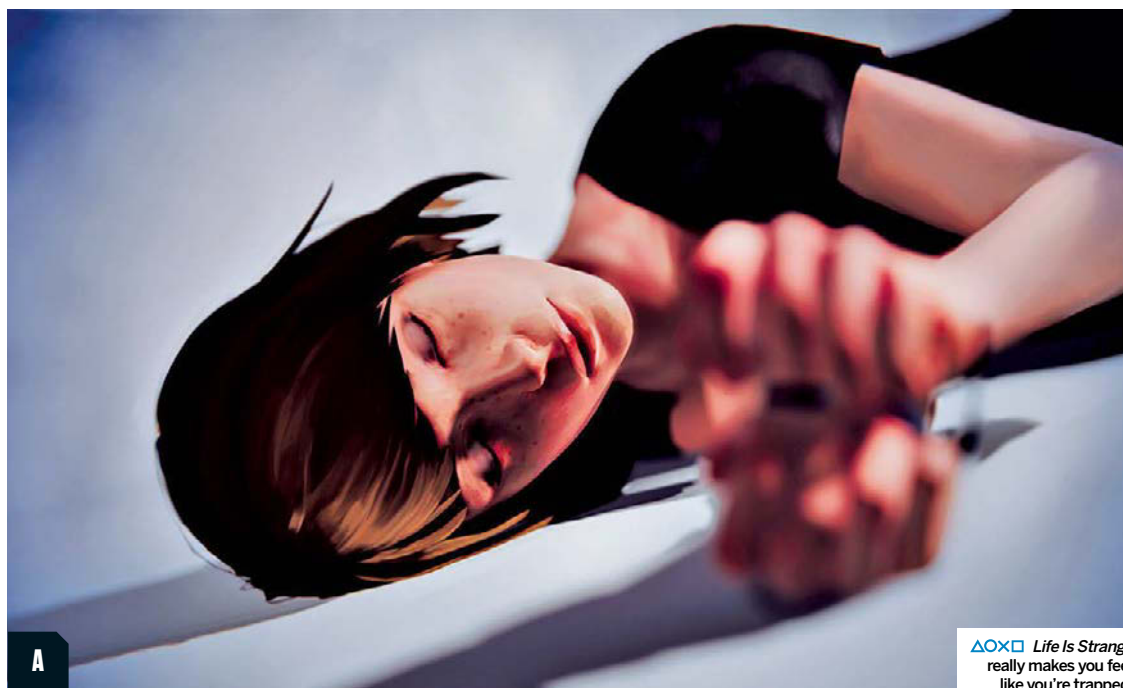
NOW THAT *LIFE IS STRANGE* [A]

has come to a spectacular close, we are finally in a position to look back and evaluate the series as a whole. So let us start by saying that for any of you who have been holding off until every episode is out – as we know a lot of people like to do with episodic games – you shouldn't hesitate to jump in, because it's bloody brilliant. That's not to say the series is without problems. The first and second episodes of *Life Is Strange* showed a willingness to deal with some sensitive issues and an ability to do so in an intelligent way, to the effect that it was able to pull some insightful observations out of key moments. Unfortunately, the third and fourth episodes pulled back from that, straying into cliché time travel territory. The final episode of the game by no means reverses that trend, but it is creative, well-paced, and engaging enough that it doesn't really matter. We may not have liked the

way that the game ended up absolving almost every character for their actions, leading to the rather trite conclusion that everyone is fundamentally good (except for psychopaths), but we cannot deny that we thoroughly enjoyed the tale this game told. As ostentatious and epic as the game ultimately is when you take its story into account as a whole, there is a core of believability to its characters and their relationships that makes it feel far more intimate and personal. It can

also display a surprising emotional and creative subtlety, along with excellent direction and a great use of music. It has flaws, but it might just be our favourite episodic game out there.

“WE KNOW THAT SOME OF YOU WILL DECIDE YOU HATE THREE FOURTHS HOME BEFORE WE EVEN FINISH TELLING YOU WHAT IT IS”



AOXO *Life Is Strange* really makes you feel like you're trapped.

While we expect some of you have been waiting for *Life Is Strange* to finish before you judge whether it's worth you're time, we know that some of you will decide you hate **THREE FOURTHS HOME EXTENDED EDITION** [B] before we even finish telling you what it is. The game is based around a telephone conversation between your character and her family as she drives home during a storm. You hold R2 to drive, can flick the radio and lights on and off, and choose dialogue options to progress your conversation. That's it. It's an incredibly minimalist game, then – all you'll ever see is a car driving across the screen with the occasional silhouetted form of a building or corn growing in the fields of the Nebraska countryside in which the game is set. It's short too, clocking in at little more than an hour, even including the game's epilogue (which is reflected in its low pricing). Short and simple is by no means a bad thing, however, and this game proves it. Though you never see any of its characters, they nonetheless



△OX□ This is about as elaborate as *Three Fourths Home* gets...

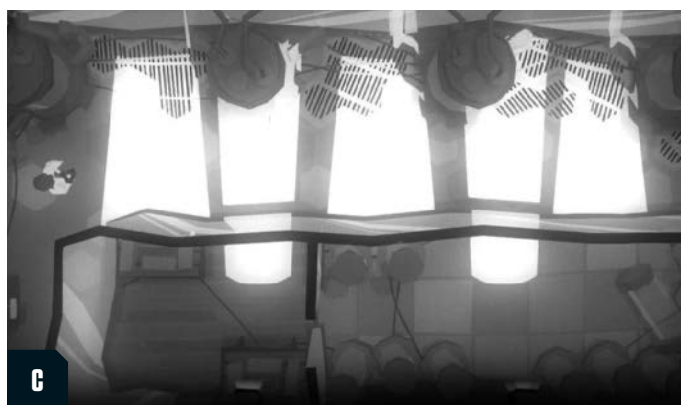
take form in your mind, the game doing an excellent job of giving you a sense of each of their personalities and their relationships with one another. That the game can do that so effectively in such a short space of time, and with so little, is a credit to its designers.

ONE UPON LIGHT [C] is another game that has simplicity to its design, at least in terms of its visuals. It presents you with a black and white world that contrasts shadow and light. Your objective is to navigate your character safely through the world from a top-down perspective, avoiding coming into contact with light, which will kill you and send you back to the last checkpoint. Moving through shafts of light often requires swift movement, and for you to solve increasingly complex puzzles to create shadows that allow you to pass through unharmed. Unfortunately, there's something off about the way *One Upon Light* controls that frequently means you *do* get harmed. We often found ourselves pushing a crate one step further than we intended, to give just one example. It's not all that interesting as a puzzle game, either. You can see some potential in the light and shadow mechanics *One Upon Light* is based around, but they never really coalesce to create something truly engaging. We really wanted to like this



game, but unfortunately, it's an average-at-best puzzle game that doesn't do enough with its core concept.

If *One Upon Light* is a game with a good concept that doesn't really deliver, then the first episode of **MINECRAFT: STORY MODE [D]** is perhaps the opposite. That is to say, the idea of a relatively linear, narrative-heavy Telltale game based on a narrativeless, open world title all about freedom and creativity, isn't one that we were convinced would work. We're happy to be proven wrong. The first episode of *Minecraft: Story Mode* introduces us to a fun adventure that keeps the pace high as it moves you swiftly from one perilous situation to the next. Granted, that does mean it feels a little disjointed in its first half, but by the end there's a sense that it has found its feet and has a clearer sense



△OX□ *One Upon Light* can feel frustratingly finicky.



of direction going into episode two. Telltale's done a decent job of trying to incorporate its source material as much as possible, with references to creatures and materials that *Minecraft* players will be familiar with, as well as some simple crafting mechanics. Perhaps it could have been more in-depth in that respect, but we'd suggest you may as well just go and play *Minecraft*. This is a story game, and focusing on that means it can pull you through at a faster speed, giving it a real sense of adventure. One minute you're protecting a pig from zombies, the next you're chasing a thief or surviving a dangerous mine cart ride and we love it for that eclecticism.

△OX□ You choose the look of your protagonist from a pre-defined list of options.





WANT MORE?

Go to **GreatDigitalMags.com**
and get great deals on brilliant
back issues & exclusive
special editions

INSTANT ACCESS TO BACK ISSUES



PLUS SAVE
EVEN MORE
IF YOU
SUBSCRIBE

EXCLUSIVE BOOKS & SPECIAL EDITIONS

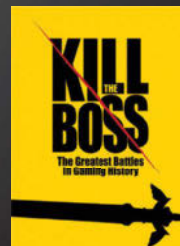
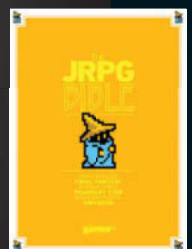
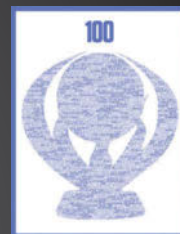
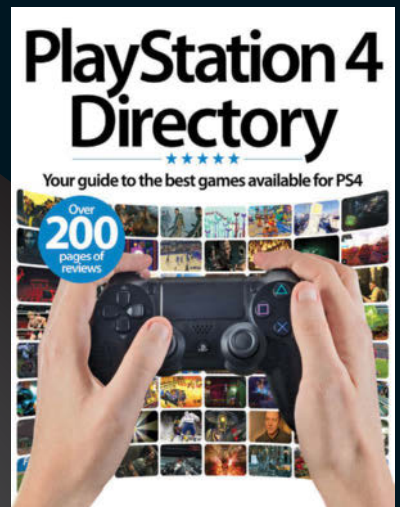
★ GO TO GREATDIGITALMAGS.COM NOW ★

Worst Ways To Die In Videogaming



Warning: Graphic Content

EDITOR'S PICK

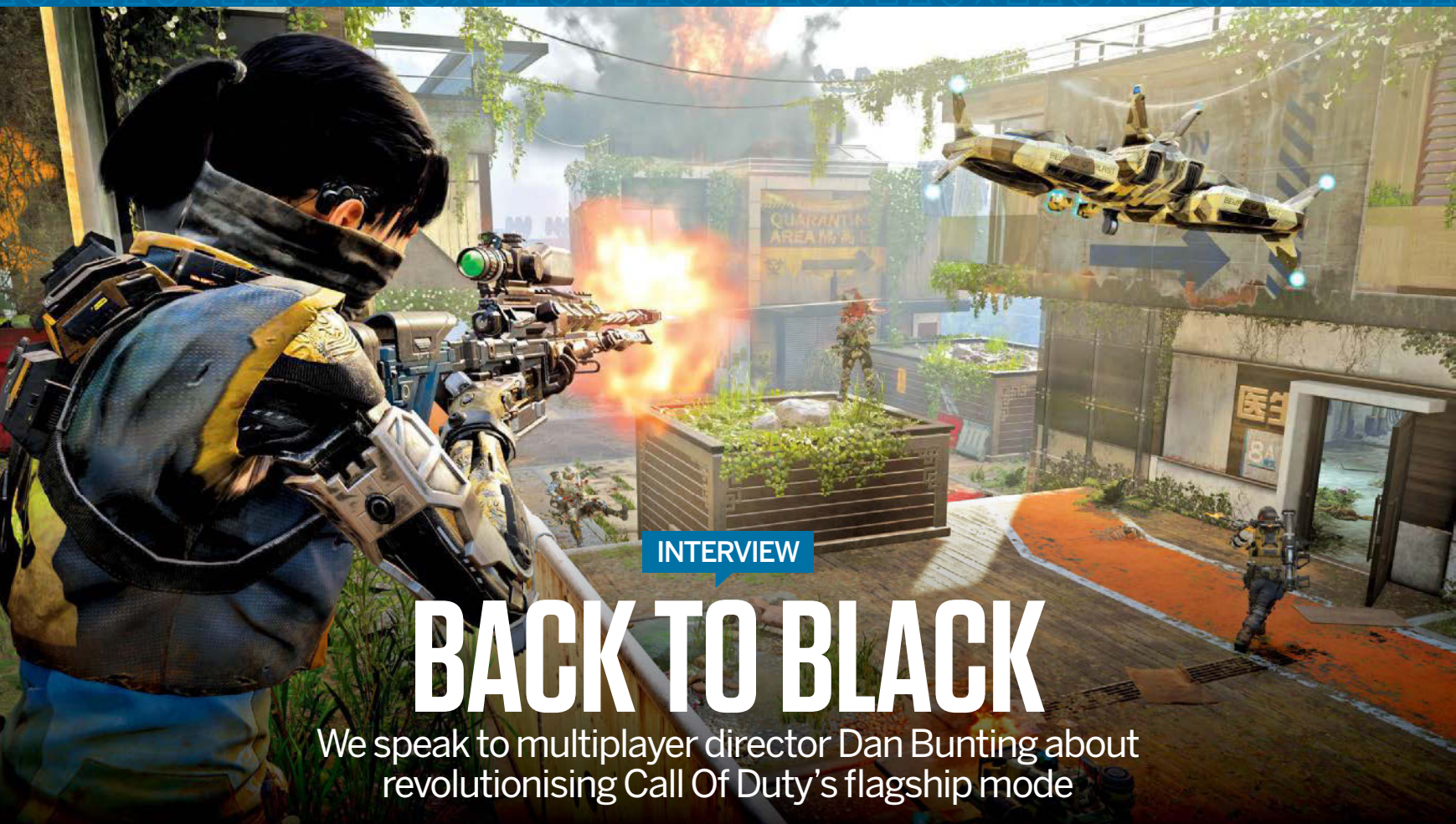


ALL AVAILABLE TODAY ON
GREATDIGITALMAGS.COM

PLAY+ PLUS

EXTENDED PLAY • DLC • MULTIPLAYER • TROPHIES • VIDEO

84 EXTENDED PLAY
GUITAR HERO
86 JOIN THE PLAY
COMMUNITY
88 PS PLUS
TROPHY GUIDE
90 HOW TO GET
MULTIPLAYER RIGHT
92 PRO
GAMING 101



INTERVIEW

BACK TO BLACK

We speak to multiplayer director Dan Bunting about revolutionising Call Of Duty's flagship mode

When you start on a new project like this, what's the process for coming up with new ideas to base multiplayer around?

Every project is something different and something new. We started this game with some pretty big ideas. It was our first game where we had three years to develop it so we wanted to push the limits of what we've done before and make some bigger changes because, you know, 50 per cent more development time in theory.

One of the things people know about *Call Of Duty* multiplayer is that it's fast, it's fluid, you feel like you're very much in control (and of course we're always running at 60fps). That reaction time is so critical, so at a fundamental level, we wanted to make players feel more powerful, more in control, like they have more command over the environment, how they navigate the map and engage in combat with other players. That was one of the first initiatives that we took on for the project. Something that changes on

such a fundamental level like that requires us to rethink a lot of other design decisions, because everything is so interconnected in a multiplayer environment. Even for simple changes like how you control the thumb sticks on a vertical or horizontal axis – we never really had control over the vertical because most of the combat in previous games took place in a very tight field of view. That's why we did it at the beginning – it gives us time to adapt and learn and mould all the other systems of the game around something like that is core to the experience.

How has the experience of the beta earlier this year changed *Black Ops III*?

We wanted to do betas in the franchise for a long time. The last time we did a beta was *World At War*, so it was many years ago. It's pretty challenging to do a beta if your development cycle isn't long enough to afford the lead time to plan for it, so that's another benefit of the

three-year development cycle. It was a lot of fun for us – in particular, we just loved being able to play the game with the fans that early and hear what the feedback was. Some of the mechanics we knew might be controversial and so we wanted to put them out there and give players a change to react to them early enough that we could adapt and change before launch, and we did that. There were certain weapons that people thought were overpowered, which clearly they were. We do a lot of tuning during development, but that's based on a very limited data set – nothing compares to getting it out to hundreds and thousands and millions of fans.

The way that we approach anything, whether it's a weapon or gameplay mechanics, is that we look at the emotional perception, kind of touchy-feely side of it, then we also look at the raw science and data that comes back and you have to keep them in balance. Sometimes they're in sync and the things that people say line up with

GET IN TOUCH TO TALK PLAYSTATION, JOIN THE PLAY NETWORK...



www.play-mag.co.uk



play@imagine-publishing.co.uk



[facebook/
PlayMagazineUK](https://facebook.com/PlayMagazineUK)



[youtube.com/
PlayMagUK](https://youtube.com/PlayMagUK)



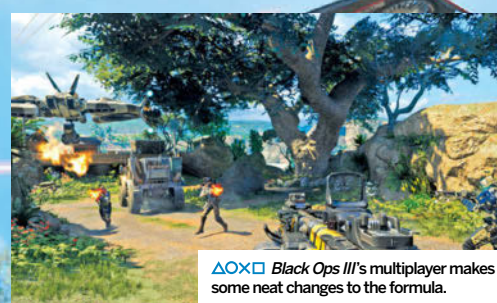
[@PlayMag_UK](https://twitter.com/PlayMag_UK)



[twitch/PlayUK](https://twitch.tv/PlayUK)

PLAY

IMAGINE PUBLISHING
RICHMOND HOUSE
33 RICHMOND HILL
BOURNEMOUTH
DORSET
BH2 6EZ



△×□ Black Ops III's multiplayer makes some neat changes to the formula.



what the data tells you. Other times, they tell different stories and those are the ones that are interesting challenges because you have to think about why people perceive something this way, even if the statistics are telling you it's not.

How do you deal with those situations?

One of the most classic examples of that is sniper rifles. They're always controversial!

People have a lot of strong opinions about them. A lot of players feel that they're overpowered and perceive them as being overpowered, but all the statistics show that in terms of actual effectiveness in gameplay, they're not nearly as effective as something like an assault rifle, which is way more accessible to any player. A sniper rifle takes a lot of skill to actually use in practice

“SOME OF THE MECHANICS WE KNEW MIGHT BE CONTROVERSIAL”

and be effective with it. I think it's because it's a very powerful weapon – some of them are one-shot kills and any time you get killed in one shot in a multiplayer game, you're always going to have that perception afterwards that something is overpowered and it's wrong. It's a matter of 'does it fit in the spectrum of mechanics we have in the game? Does it fit in a place that serves a gameplay role and that serves a purpose that is

both fun to use and still viable if you're working in a certain role on a team?' It's always a balance.

Do you have any favourite modes?

I tend to have a pretty broad spectrum of things I like to do. I love Search And Destroy – it's nice every once in a while to slow the pace down and feel tactical in your gameplay in a game like

ours, which is very fast paced. On the other end of the spectrum, I love Hardpoint. Any kind of modes that push players to a singular objective really brings out some of the best *Call Of Duty* has to offer – it makes the game fast, it makes it fluid. We built a new game mode that we've had a lot of fun making called Safeguard – someone described it this week as like Hardpoint but with a moving objective. I think it's a lot of fun.



EXTENDED PLAY

GUITAR HERO

No plastic-instrument-wielding warrior wants to be a one hit wonder; to be a true star, you need longevity and variety. Here are a few ideas...



EXPERT MODE

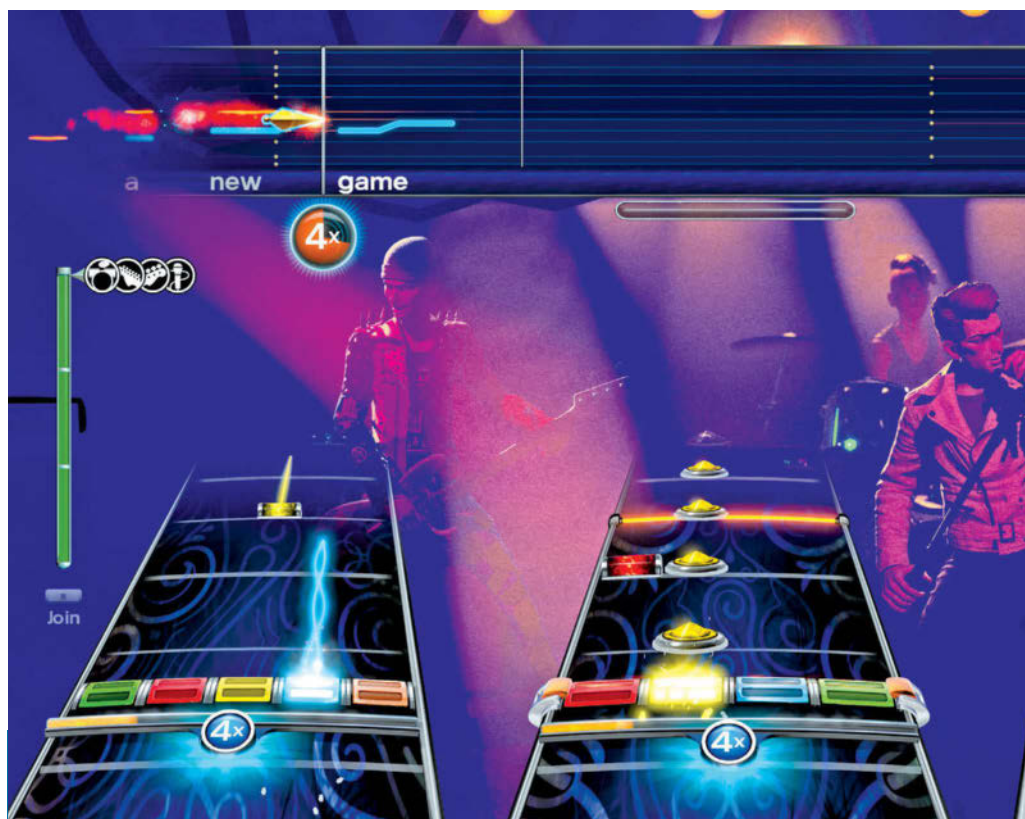
■ **WE'RE WILLING TO** wager that the first thing most of you did upon getting your hands on *Guitar Hero Live* was to jump into its Live mode to rock out on stage in front of real audiences. Naturally, you should have fun while you're playing, but don't be afraid to challenge yourself. We recommend whacking the difficulty up as soon as you start to

coast through the songs. You can't fail, after all. If you can get up to Expert and successfully tear through a few tricky tracks, you'll find a whole new level of satisfaction in the game. *Guitar Hero* is about making you feel like a rock star, after all, and the more notes that are packed onto a track, the more you feel like you're playing a real guitar.



GHTV

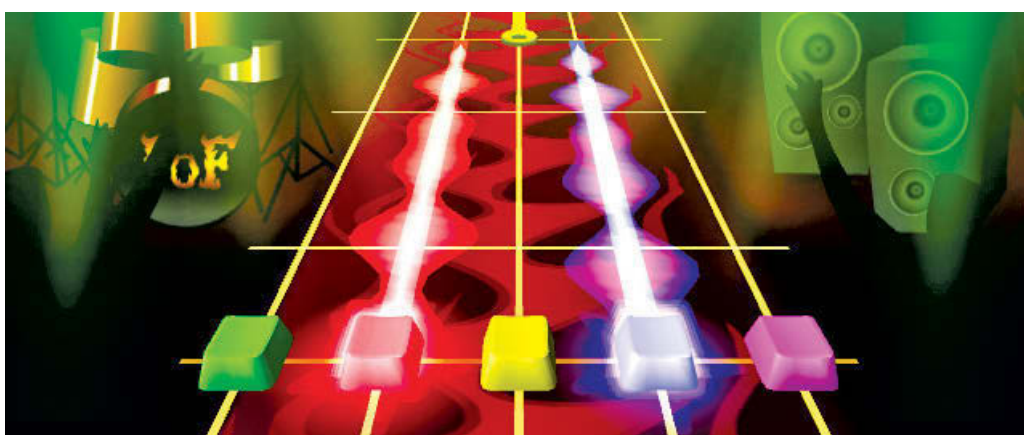
■ **THE LIVE MODE** in *Guitar Hero Live* is cool and all, but the part of the game that's going to keep you playing long-term is going to be GHTV. This presents you with a set of channels to choose from and play along with. There might, for example, be a metal-themed show playing music exclusively from that genre running for an hour at 6pm. Alternatively, you can access the game's library of songs and play whatever you want at the cost of 'Play Tokens'. You *can* buy tokens using money, but you can easily earn them in-game, too.



ROCK BAND 4

■ **IT GOES WITHOUT** saying that if you want more of what *Guitar Hero Live* is offering, *Rock Band 4* is pretty much a no-brainer. Just as there are tracks you can't get in *Rock Band* because *Guitar Hero* has them, there are tracks you can only play in *Rock Band 4*. That's one

reason to give it a go. The other is that if you played previous *Rock Band* games and bought DLC for those games, that will all work for *Rock Band 4*. Finally, *Rock Band 4* is far better as a party game, being that it lets you play guitar, bass, drums and vocals with your friends.



FRETS ON FIRE

■ **IF YOU'RE ABSOLUTELY** love playing *Guitar Hero Live*, but find that your particular taste in music isn't catered to by the game, or even just fancy playing one or two particular songs, then *Frets On Fire* might be

for you. *Frets On Fire* is an open source PC rhythm-action game that follows the *Guitar Hero* formula. The beauty of the game is that you can put any track you like into the game and make a note chart for it.



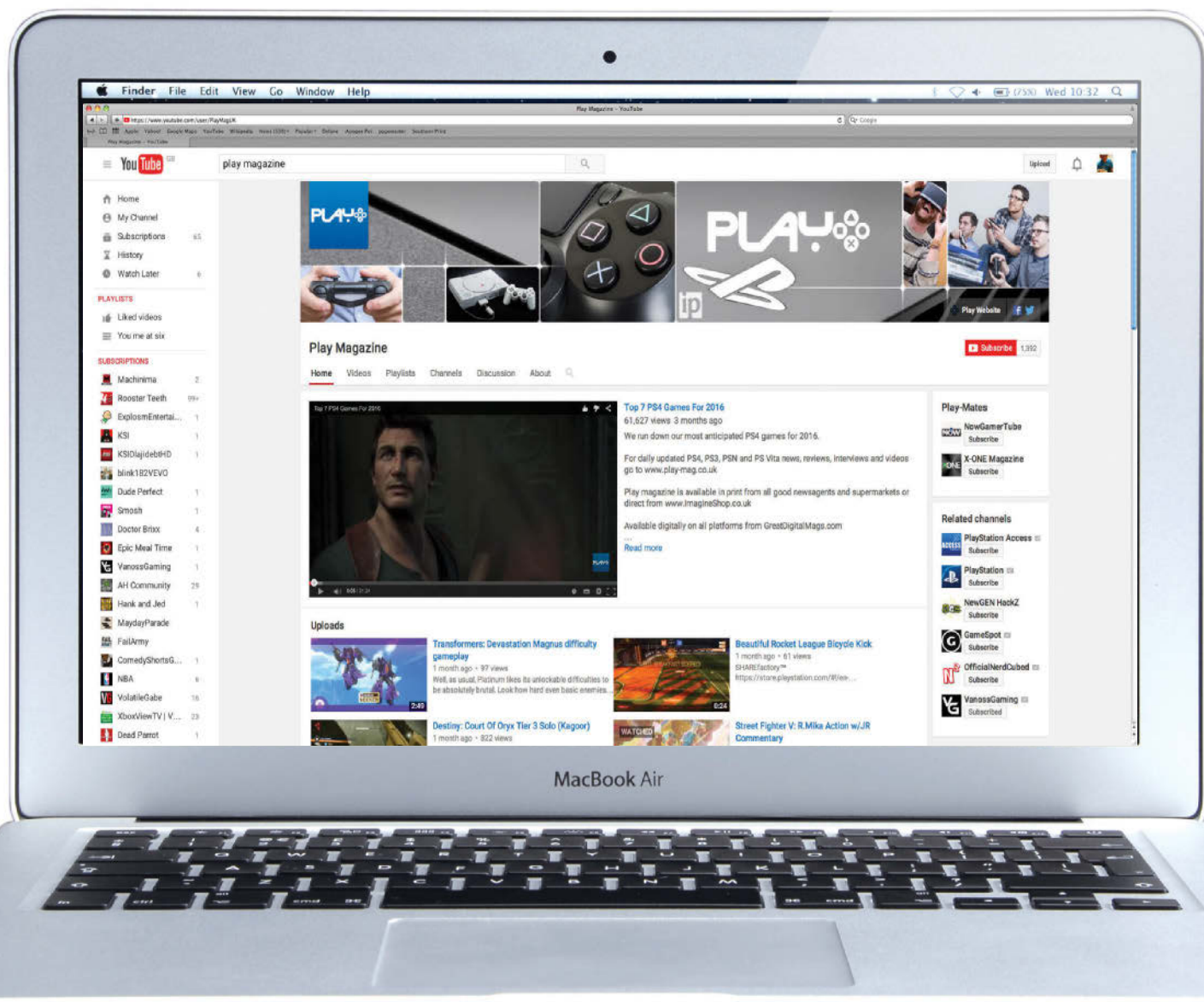
ROCKSMITH

■ **HAVE YOU BEEN** playing *Guitar Hero Live* and decided that you fancy giving the real thing a shot? Well, if the idea of learning to play guitar is a little intimidating, *Rocksmith 2014* could be the answer. *Rocksmith* plays very similarly to *Guitar Hero* in that the notes you have to play appear on a *Guitar Hero*-style highway, but the big difference is that you're using a real guitar. It's more of a learning tool than it is a game, then, but for people familiar with *Guitar Hero*, it could potentially be the perfect stepping stone to move from playing plastic instruments to the real thing.

YouTube EXCLUSIVE VOICEOVERS

Subscribe to our channels for awesome PlayStation videos

youtube.com/PlayMagUK
youtube.com/NowGamerTube



FALLOUT 4



WE GIVE YOU our verdict on one of the biggest games of the year after spending literally days in the Commonwealth.

STREET FIGHTER V



WATCH PROFESSIONAL PLAYERS' matches from the PS4 exclusive's recent beta to see how the best of the best do things.

WWE 2K16



CHECK OUT OUR YouTube channel to see matches you've only dreamed about (yes, we mean Mario vs Zangief).

SHARING



PLAYSTATION 4 DIRECTORY

Every PS4 owner needs to know what games are worth owning. Our PS4 directory is the ideal tool for building your library.



THE INDIE 100

Every must-play indie game on PlayStation is right here – if you love indies, this will help you fill any gaps in your collection.



DOWNLOAD PLAY BACK ISSUES

Missed an issue of Play? Fear not! They are all available to download for tablets and smartphones from greatdigitalmags.com

JOIN THE PLAY+ COMMUNITY

■ THE PS4'S NEW Community feature is a great way of finding like-minded players that share your interests. That's why we've set up our own **Play** Community where you can join our game sessions, share your best screenshots, win prizes, and connect with other PlayStation fans. Come and join our ever-growing community of readers today!

HOW TO JOIN

1

Search for Play_Mag_UK in the Friends menu, select our profile, then navigate to 'Communities'.

2

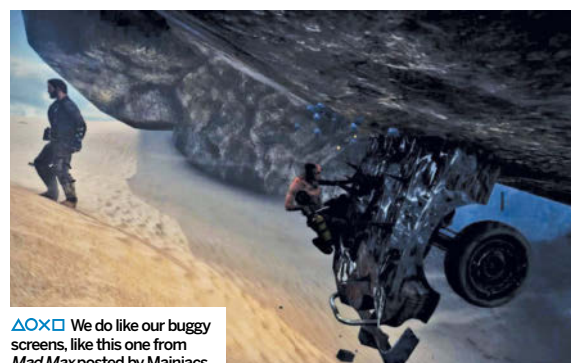
Press X to open the Play Community, then press X again to join it. Welcome to the family!

WIN!

YOUR BEST SCREENS



ΔOXΔ Winning a free game for this month's screenshot competition is what's the real for this excellent shot posted on the Community wall. That looks like it's going to hurt...



ΔOXΔ We do like our buggy screens, like this one from *Mad Max* posted by Mainiacs.



ΔOXΔ It's the on-screen prompt that really makes this one from bumbastic12345.

TROPHY GUIDE

PS PLUS TROPHY GUIDE

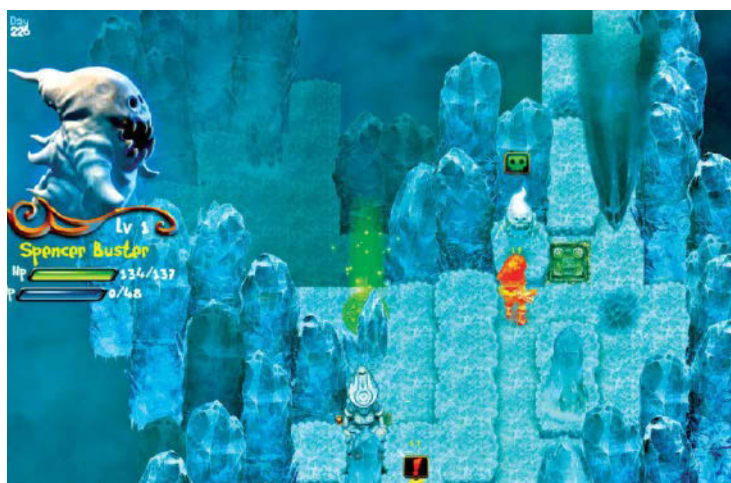


MAGICKA 2

PLATFORM: PS4 **DIFFICULTY:** 3/5

TROPHIES: 47 🏆 1 🏆 2 🏆 14 🏆 30

■ **FIRST UP, YOU'VE** got to complete this game on the Bananas difficulty. If you can, grab three friends to help you out with this – that way, you can make a fairly arduous difficulty level more manageable, and boost your pals at the same time. Completing the campaign like this will net you two Silvers and about 12 Bronzes. Then you'll want to try and clear the game's Challenge Mode on Bananas, too – your time with the game so far will set you up well for this, but you can equip the Guardian spell and keep using Black Holes to make things easier. Then you'll want to mop up – things like 'killing a co-op partner 1,000 times' can be a chore, but understanding and using your myriad spells will cut down the time.



DRAGON FIN SOUP

PLATFORM: PS4/PS3/VITA **DIFFICULTY:** 4/5

TROPHIES: 20 🏆 1 🏆 8 🏆 11 🏆 0

■ **SO THIS IS** a roguelike with a survival mode. That byte of information sends a tingle of dread down the spine of any Trophy hunter. Still, the rewards on offer here are valuable, and the game's genre and challenge shouldn't deter you. This release actually has some fun challenges – a Silver for dying 1,000 times and another for collecting a million gold will be your bread and butter, whilst executing 666 enemies, going on 50 drunken rampages, creating mini-combos by making trees fall on each other and engaging in rune-based minigames will fill the rest of your time. The Trophies are tough, but the joy will be in having them pop whilst you're on a good run and just *praying* you make it to the end.

THE WALKING DEAD – SEASON 2

PLATFORM: PS4 **DIFFICULTY:** 0/5

TROPHIES: 0 🏆 0 🏆 1 🏆 24 🏆 15

■ **HOW WOULD YOU** like some easy Trophies, practically given to you gift-wrapped in a fairly decent game? Well, nothing in the Season 2 offering of Telltale's *The Walking Dead* is missable – you simply have to play through the whole thing, enjoy the story, perform well during the QTEs and these (very generous) Trophies will be yours. If you haven't played a Telltale game before, you can expect each chapter to take you anywhere between one and three hours to complete, but you *can* rush through it if you're not too keen on playing for the story. With five chapters in total, you can rush through the whole thing in about six or seven hours – not bad for the Trophies that are on offer.





INVIZIMALS

PLATFORM: VITA DIFFICULTY: 3/5

TROPHIES: 30 🏆 1 🏆 6 🏆 5 🏆 18

■ **THIS IS BASICALLY *Pokémon* for the Vita** and it extensively uses Augmented Reality tech to make that work. Most of the game is composed of AR mini-games and real-time battles, and you'll need plenty of room around you in order to walk around and look at different colours as you play (yes, really) as well as some decent lighting (preferably

“MOST OF THE GAME IS COMPOSED OF AR MINIGAMES AND REAL-TIME BATTLES”

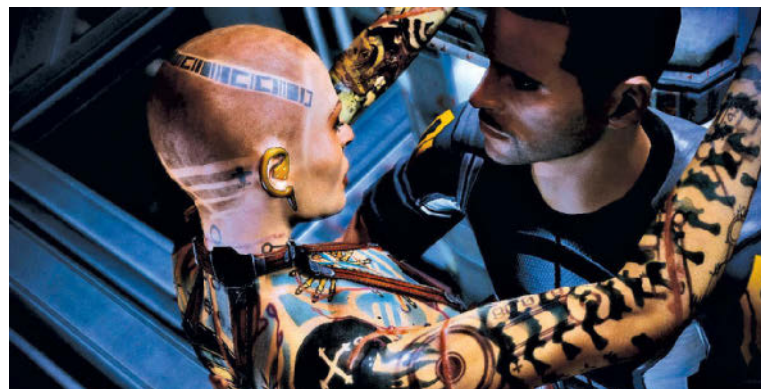
natural) in your play area because of the less-than-ideal camera on the Vita. There's a mini-game halfway through involving bongo drums – do well and grab a 50 per cent experience boost for 25 battles. You can exploit this handy boost to grind, and if you keep doing that and running two-on-two battles you can cut the time to Platinum this game down to a couple of hours, tops. Not a terrible use of your time, really.

BEYOND GOOD & EVIL

PLATFORM: PS3 DIFFICULTY: 1/5

TROPHIES: 12 🏆 0 🏆 1 🏆 4 🏆 7

■ **IT'S POSSIBLE TO** grab all the Trophies in one playthrough, and the final Gold unlocks no matter what you miss. Play through the story, and you'll grab 'Hovercraft' and 'Project Apollo' for fulfilling story beats. Make sure to snap a photo of every animal you see in the game in order to unlock the Silver, 'Wildlife Photographer'. At one point in the game, you'll be prompted to go to space – once you're there the endgame kicks in and you won't have a chance to go back and grab other Trophies. You should also focus your efforts on 'Bounty Hunter' (Silver) and the two 'Gamble King' rewards (Bronze). These are a nice distraction from the main game and are actually fun to get, to boot.



MASS EFFECT 2

PLATFORM: PS3 DIFFICULTY: 2/5

TROPHIES: 55 🏆 1 🏆 2 🏆 6 🏆 46

■ **YOU'RE GOING TO** need to play this game through more than once if you want to get *everything*. If you're jumping straight in on the Insanity difficulty, you should build yourself as a Soldier or Sentinel – they'll have the best chance of standing up to enemies. The only missable Trophies you have to worry about are the loyalty missions, so make it a priority to recruit every character, then do their loyalty missions before you head to the Omega 4 Relay. In doing these, you'll also begin to meet criteria that will net you the game's most myopic Trophy, 'No One Left Behind' (Gold). This isn't too hard to get if you pay attention to each member's specialties and preferences, but it'll give you a run for your money for sure.

HOW TO...

GET MULTIPLAYER RIGHT

There are things that should be standard in multiplayer and we can't fathom why they're not...

■ **BROKEN LAUNCHES; DODGY** servers; sore losers; griefers. There are all sorts of things that can (and do) ruin our fun online, but there are ways that developers can deal with those problems.

RUN A BETA

■ **GRANTED, BETAS ARE** increasingly being used as tools to build hype for games, but that doesn't mean that aren't also incredible useful exercises that make those game better at launch. It's not only about minimising server troubles at launch, either. DICE recently acknowledged that *Walker Assault* needed to be balanced after the *Battlefront* beta, for example, while Ubisoft made all sorts of tweaks – removal of hit markers, tweaks to movement speed and more – based on test feedback for *Siege*.

LET US MIGRATE

■ **WE CAN'T BELIEVE** that online multiplayer games are still being released without host migration. Yet, we have *Metal Gear Online* as a prime example of a high-profile game that released recently without host migration and perfectly demonstrates why it sucks. We recently sat down for a session on *MGO* and of the five games we played, we were kicked back to the hub due to the host quitting in four of them (which of course meant losing all the XP we would have gained had those matches come to a conclusion). You can understand why we turned it off.



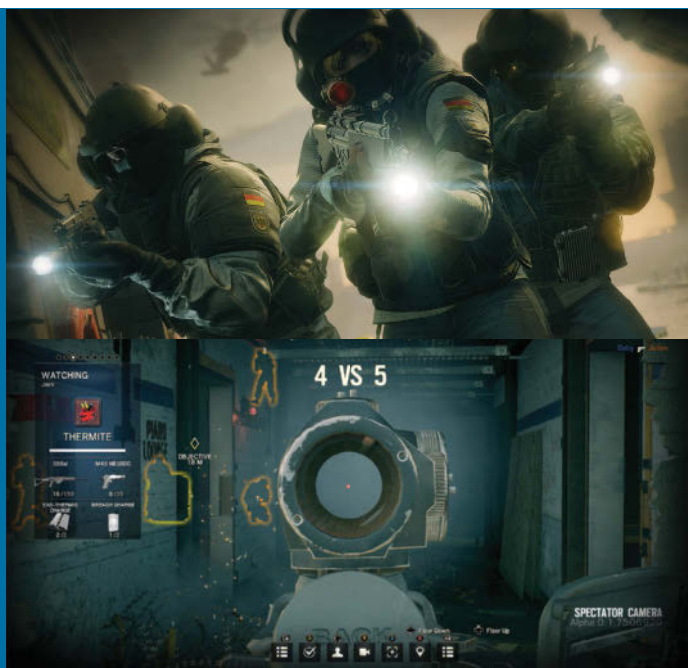
PUNISH QUITTERS

■ **BAD LOSERS ARE** a perennial problem in online games (see the issue with host migration). If you've got any dignity or respect, you won't throw a tantrum and rage-quit when you're losing, because you wouldn't want that to happen to you. That's why we love games that punish quitters.

PES, for example, has a courtesy rating that drops for frequent quitters, making it harder for them to find matches, while *Rocket League* locks you out of online matches for 15 minutes if you rage-quit. You could even reward players for sticking around until the end, like *Destiny's* PvP loot drops do.

KICK GRIEFERS

■ **ONLINE GAMES NEED** to give you the option to kick players that are ruining things for the rest of you. *Rainbow Six Siege* is a good example of a game that, thankfully, does have an option to vote on kicking players. It needs it because the game has friendly fire, meaning it's easy for idiots to kill allies on purpose. We do wonder if more games would benefit from letting you kick toxic players. Maybe that would be chaos for the likes of *COD*, though...



SPECIAL OVERSEAS OFFER

SAVE UP TO 17%

ON A GIFT SUBSCRIPTION THIS
CHRISTMAS

ALL TITLES
JUST
£49.99



REAL CRIME
Uncover the most fascinating and notorious true crimes in history
13 issues, save 4%



HOW IT WORKS
The action-packed science and technology magazine
13 issues, save 10%



ALL ABOUT HISTORY
Bringing history to life for the whole family
13 issues, save 15%



GADGET
Packed with the latest, coolest and most exciting tech
12 issues, save 17%



WORLD OF ANIMALS
Everything you need to know about the world's most amazing wildlife
13 issues, save 4%



HISTORY OF WAR
The stories, strategies, heroes and machines of historic conflicts
12 issues, save 17%



DIGITAL PHOTOGRAPHER
Inspiration, tutorials and tools for enthusiasts and professionals
12 issues, save 17%



RETRO GAMER
The number one magazine for classic gaming
12 issues, save 17%



ALL ABOUT SPACE
Discover the wonders of the solar system and beyond
13 issues, save 15%



SCIFINOW
The number one magazine for sci-fi, fantasy and horror fans
12 issues, save 17%

- * EXCLUSIVE CHRISTMAS OFFER
- * SAVE UP TO 17% ON THE SHOP PRICE
- * NEVER MISS AN ISSUE OF YOUR FAVOURITE MAGAZINE
- * FREE E-CARD TO SEND WHEN YOU BUY AS A GIFT
- * IDEAL CHRISTMAS GIFT - THAT LASTS ALL YEAR

FIND OUR FULL
RANGE OF
TITLES AT THIS
**GREAT PRICE
ONLINE!**

ONLINE AT
www.imaginesubs.co.uk/xmas151

ORDER HOTLINE
+44 (0)1795 592 869

BUY AS
A GIFT
OR TREAT
YOURSELF!

Use code **XMAS151** for this extra-special price.

ESPORTS

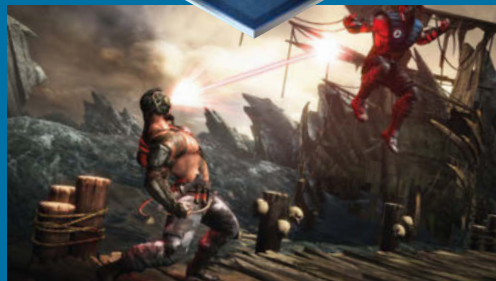
PRO GAMING 101

With the announcement of the PlayStation Plus League, we take a look at some of the tournaments you can enter to win big bucks right now



ESL

■ **AS ONE OF** the oldest eSports brands in the world, ESL is chock-full of competitions you can enter for all sorts of titles including *Battlefield 4*, *Call Of Duty: Advanced Warfare* (soon to be *Black Ops III*, no doubt) and *Rocket League*. You can compete in Open Ladder amateur tournaments, Go4 rounds as well as National Championships, for example. Open Ladder is available to almost everyone and it works like this: sign up to compete and you can be challenged by anyone to play at a set agreed time. You're not forced to play if you don't want to but a refusal will net you one penalty point if they are within 20 places of you in the ladder, so probably best to accept every viable challenge you get. The Instant Challenger feature helps you to immediately find an opponent, so you don't have to sit around twiddling your thumbs, waiting for battle. Games like *FIFA 16* benefit from Go4FIFA, where a weekly competition can earn winners €50 and points towards a monthly prize pool of €250.



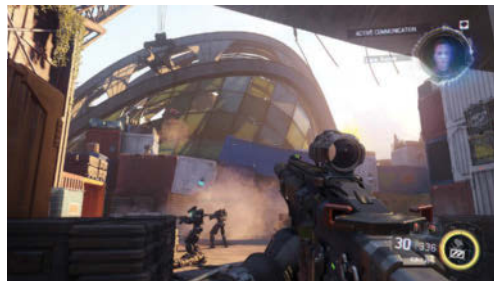
PS PLUS LEAGUE

■ **THE PLAYSTATION PLUS** League in France recently enjoyed a bunch of competitions at Paris Games Week. Event-goers could participate in mini-tournaments there for games such as *Driveclub* where the player who took pole position received a neat €500, and those who previously qualified for *Street Fighter V* took home €4,000. Otherwise, the French League can benefit from players skirmishing with their fellow PlayStation Plus users in *Mortal Kombat X*, *PES 2016* and *Driveclub* right off the bat. Bracket tournaments are single-elimination, so if you lose a single game then you're out of the running; whereas Max Points games are, as you can guess, based on point accumulation. You can earn points when you win a match, but also when you lose – obviously it's better to come out shining with that sweet 100 points per victory over the piddly 30 per loss. We're expecting to see a UK equivalent in the near future – come challenge us if you feel brave.



CAPCOM CUP

■ **AFTER MONTHS OF** bloodthirsty brawls, the Capcom Pro Tour will be brought to a conclusion in San Francisco at the PlayStation Experience. Known as the Capcom Cup, 32 of the leading *Ultra Street Fighter IV* players across the globe will stop at nothing to gain that elusive title of Street Fighter World Champion and pocket a wad of the \$250,000 prize pool. The Pro Tour has journeyed across continents for the four regions: NA, EU, ASIA and WILD, from the highlands of Scotland to the berths of Singapore. The big three-two comprises of entrants from the aforementioned regions – last year's Capcom Cup winner, 16 Premier Tournament champions and 15 other entrants who have proved themselves worthy by netting the top points for the leaderboard over the course of an entire year. Taking place on 5 and 6 December, the Capcom Cup will be held at San Francisco at Moscone West and will be broadcast worldwide on Twitch.



COD CUP

■ **THE INAUGURAL COD** Championships on PS4 will move from spring to autumn in the 2016 season and will be rebranded as the Call Of Duty World League, which is huge news for Sony fans as they finally get a chance to weigh in on all the chaos going on in Search And Destroy mode. The game of choice? Well, obviously, it will be *Call Of Duty: Black Ops III*. The Pro Division will feature the cream of the *COD* crop, opening up for registration in December with regional prizes for North America, Europe and Australia/New Zealand for a shot at the, wait for it... \$3 million prize pool. 'But I can no-scope 'til the cows come home, surely I should get a chance at the biggest total prize pool to have ever existed in *Call Of Duty* eSports!' we hear you cry. Well, have no fear, dear readers – us mere mortals (and those who live outside the qualifying regions) can take part in offline LAN events in the Challenge Division and prove ourselves that way.

AM2PRO

■ **IF YOU ARE** looking for something that is a little bit closer to home soil, then Am2Pro took place in Peterborough in November with £1,000 added into a total prize money pot for every ten teams entered into a *Black Ops III* LAN showdown. Bring along a wired controller, a headset and a legitimate copy of the game and that's pretty much all you need to compete, really. As you can guess, it's the type of event that works quite effortlessly – players purchased a single-player pass for £51 or a full team pass for £244 as means of entry as well as making them eligible for the prize money. In theory, it's a structure that allows for an unlimited prize pot but let's say that if 50 teams entered, for example, that's easily £5,000 to split between the winners. Oh yeah, and did we mention that anyone over the age of 13 (with a consent form for under-18s) could compete for the winnings? Here's hoping that Am2Pro returns with more great tourneys next year!

THE BIG FIVE BY NUMBERS

TOP POOL

\$3 Million

COD WORLD LEAGUE 2016

LARGEST OFFLINE SPACE

300,000ft²

MOSCONE WEST, CAPCOM CUP 2015

BIGGEST OFFLINE VENUE CAPACITY

5,000

LA LIVE, COD CHAMPIONSHIPS 2015

MOST COMPETITIONS

75,000

ESL

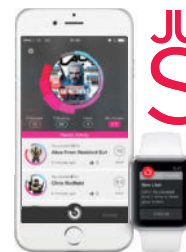
BIGGEST PLAYER BASE

6,000,000

ESL

PLAY+ PLUS PlayList

IF YOU WANT TO KNOW WHAT A GAME SCORED THEN THESE PAGES ARE FOR YOU



JUST A
SCORE

Follow PlayMag_UK today to see our latest scores

LET'S PLAY... PLATFORMERS



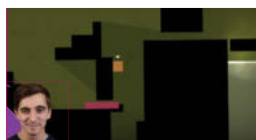
LUKE ALBIGÉS BUBSY 3D

1 Way back in issue 15, **Play** awarded this abomination 82%. I would like to take this opportunity to formally apologise for this error, and assure you that everyone involved has been destroyed.



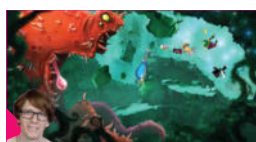
LIAM WARR GUACAMELEE

8 When this hit PS Plus, I unlocked hard mode straight away and sat there for the following sixteen hours playing this Metroidvania about a wannabe Mexican luchador until I unlocked the Platinum Trophy. **WRESTLING!**



DREW SLEEP THOMAS WAS ALONE

6 I remember this getting praise on release. In reality, though, it's pretty average. Saying that, this kind of works as a nice bedtime story, so grab your Vita, pop your head on the pillow and drift away.



PAUL WALKER-EMIG RAYMAN ORIGINS

9 Not only is it a beautiful game with brilliant sound design, *Origins* is also a tight platformer. From collecting Lums, to mastering its devious Tricky Treasure levels, I got hours of fun out of it.

PS4



GAME	ISSUE	SCORE
Alien: Isolation	249	---
Assassin's Creed Chronicles: China	237	---
Assassin's Creed IV: Black Flag	237	---
Assassin's Creed: Unity	251	---
Axiom Verge	256	---
Batman: Arkham Knight	258	---
Battlefield 4	238	---
Battlefield Hardline	256	---
Bloodborne	256	---
Bound By Flame	245	---
Call Of Duty: Advanced Warfare	251	---
Call Of Duty: Ghosts	238	---
Child Of Light	244	---
CounterSpy	248	---
Daylight	245	---
Dead Nation: Apocalypse Edition	242	---
Dead Or Alive 5: Last Round	254	---
Destiny	249	---
Destiny: House Of Wolves	258	---
Destiny: The Dark Below	252	---
Destiny: The Taken King	262	---
Devil May Cry 4: Special Edition	258	---
Diablo III: Reaper Of Souls	248	---
Disney Infinity 2.0	249	---
Don't Starve	240	---
Dragon Age: Inquisition	251	---
Dragon Ball Xenoverse	255	---
Dragon Quest Heroes	263	---
Driveclub	250	---
Dying Light	254	---
Dynasty Warriors 8 XLCE	243	---
EA Sports UFC	246	---
Ether One	258	---
Everybody's Gone To The Rapture	261	---
Evolve	254	---
F1 2015	260	---
Far Cry 4	251	---

FIFA 15	249	---
FIFA 16	262	---
Final Fantasy Type-0	255	---
Final Fantasy XIV: A Realm Reborn	243	---
Game Of Thrones: Iron From Ice	253	---
Geometry Wars 3: Dimensions	252	---
God Of War III Remastered	260	---

Grim Fandango Remastered	254	---
Guilty Gear Xrd -SIGN-*	253	---
Hohokum	248	---
Hotline Miami 2: Wrong Number	255	---
inFamous: First Light	249	---
inFamous: Second Son	242	---
JStars Victory VS+	260	---
Killzone Shadow Fall	238	---
Killzone Shadow Fall: Intercept	246	---
King's Quest: A Knight To Remember	261	---
Knack	238	---
Lara Croft And The Temple Of Osiris	252	---
Lego Batman 3: Beyond Gotham	252	---
Lego Dimensions	263	---
Lego Marvel Super Heroes	238	---
Lego Jurassic World	258	---
Lego The Hobbit	244	---
LittleBigPlanet 3	251	---
Lords Of The Fallen	251	---
Madden 16	262	---
Mad Max	262	---
Mercenary Kings	244	---
Metal Gear Solid V: Ground Zeroes	242	---
Metal Gear Solid V: The Phantom Pain	261	---
Middle-earth: Shadow Of Mordor	250	---
Mortal Kombat X	257	---
Murdered: Soul Suspect	246	---

GAME	ISSUE	SCORE
N++	261	---
NBA 2K15	250	---
Need For Speed Rivals	238	---
NHL 15	249	---
Octodad: Dadliest Catch	244	---
Outlast	241	---
PES 2015	250	---
PES 2016	262	---
Plants Vs Zombies: Garden Warfare	248	---
Project Cars	258	---
Resident Evil HD	253	---
Resident Evil Revelations 2	256	---
Resogun	238	---
Resogun Heroes	247	---
Rock Band 4	263	---
Rocket League	260	---
Rogue Legacy	248	---
Rory McIlroy PGA Tour	260	---
Shovel Knight	258	---
Skylanders Superchargers	263	---
Skylanders Swap Force	238	---
Skylanders Trap Team	250	---
SOMA	262	---
Strider	242	---
Super Time Force Ultra	262	---
Switch Galaxy Ultra	253	---
Tales From The Borderlands: Zer0 Sum	252	---
Tearaway Unfolded	262	---
Teslagrad	253	---
The Amazing Spider-Man 2	245	---
The Binding Of Isaac: Rebirth	251	---
The Crew	252	---
The Evil Within	250	---

The Order: 1886	254	---
The Vanishing Of Ethan Carter	260	---

Thief	241	---
Tiny Brains	240	---
Titan Souls	257	---
Tony Hawk's Pro Skater 5	263	---
Transistor	245	---
Transformers: Devastation	263	---
Transformers: Rise Of The Dark Spark	247	---
Trials Fusion	244	---
Ultra Street Fighter IV	258	---
Uncharted: The Nathan Drake Collection	263	---
Until Dawn	261	---
Valiant Hearts	247	---
War Thunder	239	---
Watch Dogs	245	---
Warriors Orochi 3 Ultimate	249	---
Wolfenstein: The New Order	245	---
Wolfenstein: The Old Blood	258	---
WWE 2K15	252	---

PS3



007 Legends	225	---
2014 FIFA World Cup Brazil	244	---
3D Dot Game Heroes	192	---
50 Cent: Blood On The Sand	177	---
Ace Combat: Assault Horizon	211	---
The Adventures Of Tintin	212	---
Afro Samurai	177	---
After Burner Climax	193	---
Agarest: Generations Of War	187	---
Agarest: Generations Of War 2	223	---
Agarest: Generations Of War Zero	209	---
Age Of Booty	172	---
Air Conflicts: Secret Wars	208	---
Alice: Madness Returns	207	---
Alien Breed: Impact	196	---
Alien Breed 2: Assault	201	---
Alien Breed 3: Descent	204	---

GAME	ISSUE	SCORE
Aliens: Colonial Marines	230	---
Aliens Vs Predator	189	---
All Zombies Must Die!	214	---
Alone In The Dark	173	---
Alpha Protocol	193	---
Army	215	---
Anarchy: Rush Hour	194	---
Ape Escape	208	---
Aquapazza: Aquaplus Dream Match	239	---
Aqua Panic	193	---
Arcana Heart 3	207	---
Armageddon Riders	207	---
Armored Core: For Answer	173	---
Armored Core 4	153	---
Armored Core V	217	---
Army Of Two	164	---
Army Of Two: The 40th Day	188	---
Army Of Two: The Devil's Cartel	231	---
Assassin's Creed	161	---
Assassin's Creed II	186	---
Assassin's Creed III	225	---
Assassin's Creed: Brotherhood	199	---
Assassin's Creed: Revelations	212	---
Assassin's Creed: Rogue	251	---
Asura's Wrath	216	---
Atelier Ayesha: The Alchemist Of Dust	230	---
Atelier Rorona: The Alchemist Of Arland	198	---
Backbreaker	193	---
Back To The Future: It's About Time	204	---
The Baconing	210	---
Band Hero	187	---
Batman: Arkham Asylum	183	---
Batman: Arkham City	211	---
Batman: Arkham Origins	237	---
Battle Fantasia	176	---
Battlefield 1943	182	---
Battlefield: Bad Company	168	---
Battlefield: Bad Company 2	190	---
Battlefield 3	212	---
Battleship	219	---
Bayonetta*	187	---
The Beatles: Rock Band	184	---
Beat Hazard Ultra	213	---
Beat Sketcher	201	---
Beyond Good & Evil HD	207	---
Beyond: Two Souls	236	---
Binary Domain	216	---
Bionic Commando	179	---
Bionic Commando Rearmed	169	---
Bionic Commando Rearmed 2	203	---
BioShock	172	---
BioShock 2	189	---
BioShock Infinite	230	---
Birds Of Steel	217	---
BlackSite	163	---
Blade Kitten	197	---
Bladestorm: The Hundred Years' War	160	---
BlazBlue: Calamity Trigger	190	---
BlazBlue: Continuum Shift	198	---
Blazing Angels	151	---
Bleach: Soul Resurrección	209	---
Blitz: The League II	272	---
Blokus	202	---
BloodRayne: Betrayal	211	---
Blur	193	---
Bodycount	210	---
Bomberman Ultra	185	---
Borderlands	185	---
Borderlands 2	223	---
Borderlands: The Pre-Sequel	250	---
The Bourne Conspiracy	168	---
Braid	188	---
Brink	206	---
Brothers: A Tale Of Two Sons	233	---
Brothers In Arms: Hell's Highway	171	---
Brütal Legend	185	---
Bulletstorm	203	---
The Bureau: XCOM Declassified	235	---

THIS MONTH'S NEW ENTRIES

The newest games, freshly
squeezed among all your
old favourites

Uncharted: The Nathan Drake Collection	---
Transformers: Devastation	---
Rock Band 4	---
Dragon Quest Heroes	---
Lego Dimensions	---
Tony Hawk's Pro Skater 5	---
Skylanders SuperChargers	---

JUST A SCORE

GIVE YOUR SCORES FOLLOW OUR SCORES

- It's completely free
- Like and share scores
- Get the latest review scores
- Score anything in the world
- Get involved with the team
- Follow a range of scorers for your favourite topics
- Give your opinion instantly

GAME	ISSUE	SCORE
Burnout Crash	211	---
Burnout Paradise	162	---
Burn Zombie Burn	178	---
Buzz! Quiz TV	168	---
Buzz! Quiz World	185	---
Calling All Cars	155	---
Call Of Duty 3	151	---
Call Of Duty: World At War	173	---
Call Of Duty 4: Modern Warfare	160	---
Call Of Duty: Modern Warfare 2	186	---
Call Of Duty: Modern Warfare 3	212	---
Call Of Duty: Black Ops	199	---
Call Of Duty: Black Ops II	226	---
Call Of Juarez: Bound In Blood	181	---
Call Of Juarez: Gunslinger	232	---
Call Of Juarez: The Cartel	208	---
Captain America: Super Soldier	208	---
Castle Crashers	200	---
Castlevania: Harmony Of Despair	212	---
Castlevania: Lords Of Shadow	197	---
Castlevania: Lords Of Shadow 2	241	---
Carnival Island	213	---
Catan	195	---
Cars 2	208	---
The Cave	230	---
Catherine	215	---
Chronicles Of Riddick: Assault On Dark Athena	178	---
Child Of Eden	211	---
Chime Super Deluxe	203	---
Civilization Revolution	168	---
Clash Of The Titans	193	---
Clive Barker's Jericho	159	---
The Club	163	---
Colin McRae: DiRT	158	---
Colin McRae: DiRT 2	184	---
Command & Conquer: Red Alert 3	178	---
Commander's Challenge	185	---
Command & Conquer	175	---
Conan	160	---
Condemned 2	165	---
Costume Quest	199	---
Counter Strike: Global Offensive	223	---
Crash Commando	174	---
Crash Time 4: The Syndicate	218	---
Crazy Machines Elements	210	---
Create	199	---
Critter Crunch	188	---
Cross Edge	182	---
Crystal Defenders	184	---
Crysis 2	204	---
Crysis 3	230	---
Cubixx HD	207	---
The Cursed Crusade	211	---
Damnation	181	---
Damage Inc: Pacific Squadron WWII	223	---
Dance Dance Revolution	201	---
Dante's Inferno	189	---
Dark Mist	164	---
The Darkness	154	---
The Darkness II	215	---
Dark Sector	165	---
Dark Souls	211	---
Dark Souls II	242	---
Darkstalkers Resurrection	230	---
Dark Void	188	---
Darksiders	188	---
Darksiders II	221	---
DC Universe Online	202	---
de Blob 2	203	---
Dead Or Alive 5	223	---
Dead Island	210	---
Dead Island: Riptide	231	---
Dead Rising 2	197	---
Dead Rising 2: Off The Record	211	---
Dead Space	172	---
Dead Space 2	201	---
Dead Space 3	228	---
Dead Space: Extraction	203	---

GAME	ISSUE	SCORE
Dead Space: Ignition	199	---
Dead To Rights: Retribution	192	---
Deadly Premonition: The Director's Cut	231	---
Dead Nation	201	---
Deadpool	233	---
DeathSpank	195	---
Def Jam: Icon	151	---
Def Jam Rapstar	199	---
Defiance	231	---
Demon's Souls	193	---
Destroy All Humans!: Path Of The Furon	178	---
Derrick The Deathfin	227	---
Deus Ex: Human Revolution	209	---
Devil May Cry 4	163	---
Devil May Cry HD Collection	217	---
Diablo III	235	---
DiRT 3	206	---
DiRT Showdown	219	---
Disgaea 3: Absence Of Justice	175	---
Dishonored	224	---
Disney Infinity	235	---
DJ Hero	186	---
DJ Hero 2	198	---
Doctor Who: The Eternity Clock	220	---
Doom 3: BFG Edition	225	---
Double Dragon Neon	224	---
DmC Devil May Cry	227	---
Dragon Age: Origins	186	---
Dragon Age II	203	---
Dragon Ball: Raging Blast	186	---
Dragon Ball Z: Burst Limit	168	---
Dragon's Crown	235	---
Dragon's Dogma	218	---
Driver: San Francisco	209	---
Duke Nukem Forever	207	---
D&D: Chronicles Of Mystara	233	---
Dungeon Siege III	206	---
Dust 514	233	---
Dynasty Warriors: Gundam 3	208	---
Dynasty Warriors 6: Empires	181	---
Dynasty Warriors 7: Empires	230	---
Dynasty Warriors 8	234	---
EA Sports Active 2	200	---
EA Sports Grand Slam Tennis	215	---
EA Sports MMA	198	---
Eat Lead	178	---
echochrome	169	---
echochrome II	202	---
EDF: Insect Armageddon	208	---
The Elder Scrolls IV: Oblivion	152	---
The Elder Scrolls V: Skyrim	212	---
Elefunk	170	---
El Shaddai: Ascension Of The Metatron	208	---
Enchanted Arms	152	---
Enslaved: Odyssey To The West	197	---
Epic Mickey 2: The Power Of Two	226	---
Eternal Sonata	176	---
Eufloria	212	---
Everybody's Golf 5	158	---
Everybody's Golf: World Tour	165	---
Explodemon	203	---
Eye Of Judgment	159	---
EyePet	185	---
F1 2012	223	---
F1 Race Stars	226	---
FaceBreaker	170	---
Fairy Fencer F	250	---
Fallout: New Vegas	198	---
Family Guy: Back To The Multiverse	227	---
Fantastic Four: Rise Of The Silver Surfer	155	---
Far Cry 2	172	---
Far Cry 3	226	---
Far Cry 3: Blood Dragon	231	---
Fat Princess	183	---
Fatal Inertia EX	168	---
FEAR	151	---
FEAR 2: Project Origin	176	---

GAME	ISSUE	SCORE
FEAR 3	208	---
FIFA 13	223	---
FIFA 14	236	---
FIFA Street (2012)	217	---
Final Fight: Double Impact	193	---
The Fight	199	---
Fight Night Champion	203	---
Fight Night Round 3	151	---
Fight Night Round 4	181	---
Final Fantasy XIV: A Realm Reborn	236	---
Final Fantasy XIII	190	---
Final Fantasy XIII-2	214	---
Final Fantasy XIII: Lightning Returns	240	---
Fist Of The North Star: Ken's Rage	198	---
Fist Of The North Star: Ken's Rage 2	230	---
Flight Control HD	198	---
Flock!	179	---
Folklore	158	---
Front Mission Evolved	198	---
Frogger: Hyper Arcade Edition	221	---
From Dust	211	---
Fuel	180	---
Full Auto 2: Battlegrounds	151	---
Fuse	232	---
Game Of Thrones	220	---
Gatling Gears	207	---
Genji: Days Of The Blade	151	---
Ghost Recon Advanced Warfighter 2	157	---
Ghost Recon Future Soldier	219	---
Ghostbusters: The Videogame	180	---
GI Joe	183	---
The Godfather	151	---
The Godfather II	178	---
God Of War III	190	---
God Of War: Ascension	230	---
God Of War Collection*	188	---
God Of War Collection: Volume II	210	---
The Golden Compass	162	---
GoldenEye 007: Reloaded	213	---
Gotham City Imposters	216	---
Gran Turismo 5	200	---
Gran Turismo 6	239	---
Grand Theft Auto IV	166	---
Greed Corp	191	---
Green Day: Rock Band	194	---
Grid 2	232	---
Grid Autosport	246	---
GTI Club+	174	---
GTA: Episodes From Liberty City	191	---
Guardians Of Middle-earth	227	---
Guitar Hero III	160	---
Guitar Hero 5	184	---
Guitar Hero: Aerosmith	168	---
Guitar Hero Greatest Hits	182	---
Guitar Hero Metallica	179	---
Guitar Hero: Van Halen	189	---
Guitar Hero: Warriors Of Rock	197	---
Guitar Hero World Tour	173	---
Gundemonium Collection	197	---
Gunstar Heroes	181	---
Harry Potter And The Half-Blood Prince	182	---
Harry Potter And The Order Of The Phoenix	155	---
Haze	167	---
Heavenly Sword	157	---
Heavy Rain	189	---
Heavy Weapon	187	---
Heroes Over Europe	184	---
Hitman: Absolution	225	---
Hitman HD Trilogy	230	---
Homefront	203	---
The House Of The Dead 4	218	---
The House Of The Dead: Overkill	212	---
Hunted: The Demon's Forge	207	---
Hustle Kings	190	---

TOP TEN RACING GAMES



1
Burnout 3: Takedown



2
Driveclub



3
Gran Turismo



4
WipEout 3



5
Ridge Racer Type IV



6
Outrun 2006: Coast 2 Coast



7
TOCA World Touring Cars



8
Dirt 3



9
Rollage



10
Need For Speed: Underground

*denotes import review

PLAY'S BEST GAMES IF YOU LOVE...



ALL THE GRAPHICS

PLAY: THE ORDER: 1886

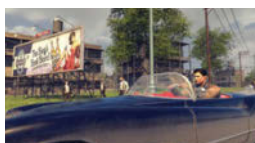
Sure, it's a bit on the linear side, but that's kind of the point, not only in terms of pushing you through the story, but in allowing the developers to make one of the best-looking games on PS4.



TRENCH COATS

PLAY: THE VANISHING OF ETHAN CARTER

We can't recall seeing the dude in this cool first-person exploration puzzle game wearing a trench coat, but he's a detective that's fond of monologues, so he must be wearing one. Right?



PREPARATION

PLAY: MAFIA II

With Mafia 3 coming next year and the game looking interesting, now's the perfect time to give its PS3 predecessor a shot in preparation for the return of the open-world series.



COMEDY ROBOTS

PLAY: PORTAL 2

Not only is *Portal 2* one of the best puzzle games you can play on your PS3, it also has some of the best dialogue too. Interestingly, it has cross play with the Steam version, making for a larger player base.



SPEED

PLAY: WIPEOUT 2048

How well can a racer that is famed for its gorgeous visuals, unmatched speed and glorious soundtracks fare on a portable console? Very well indeed, as *Wipeout 2048* has proved on Vita.

GAME	ISSUE	SCORE
Hyperdimension Neptunia	202	---
I Am Alive	217	---
Ico & Shadow Of The Colossus HD	210	---
IL-2 Sturmovik: Birds Of Prey	183	---
The Incredible Hulk	168	---
inFamous	180	---
inFamous 2	207	---
Inferno Pool	181	---
Injustice: Gods Among Us	231	---
Inversion	220	---
Iron Man	166	---
Iron Man 2	193	---
The Jak And Daxter Trilogy	216	---
Jak And Daxter: The Lost Frontier	187	---
James Bond 007: Blood Stone	199	---
James Cameron's Avatar: The Game	187	---
JoJo's Bizarre Adventure: All Star Battle	244	---
Journey	216	---
Juiced 2: Hot Import Nights	159	---
Jurassic Park: The Game	194	---
Just Cause 2	190	---
Kane & Lynch: Dead Men	160	---
Kane & Lynch 2: Dog Days	196	---
Katamari Forever	184	---
Kick-Ass The Game	194	---
Killer Is Dead	235	---
Killzone 2	176	---
Killzone 3	202	---
Kingdom Hearts HD 1.5 ReMIX	236	---
Kingdom Hearts 2.5 HD ReMIX	252	---
Kingdoms Of Amalur: Reckoning	215	---
The King Of Fighters XII	182	---
The King Of Fighters XIII	213	---
Kung Fu Panda 2	207	---
Kung Fu Rider	196	---
Lair	158	---
LA Noire	206	---
Lara Croft And The Guardian Of Light	198	---
The Last Guy	171	---
Last Rebellion	191	---
Legend Of Spyro: Dawn Of The Dragon	174	---
Legendary	173	---
Lego Batman	173	---
Lego Batman 2	221	---
Lego Harry Potter: Years 1-4	194	---
Lego Harry Potter: Years 5-7	213	---
Lego Indiana Jones: The Original Adventures	167	---
Lego Indiana Jones 2: The Adventure Continues	187	---
Lego Pirates Of The Caribbean	206	---
Lego Rock Band	187	---
Lego Star Wars: The Complete Saga	160	---
Lego Star Wars III: The Clone Wars	204	---
Lego The Lord Of The Rings	227	---
Leisure Suit Larry: Box Office Bust	180	---
Limbo	209	---
LittleBigPlanet	172	---
LittleBigPlanet: Karting	225	---
Lollipop Chainsaw	221	---
London 2012	221	---
The Lord Of The Rings: Aragorn's Quest	199	---
The Lord Of The Rings: Conquest	175	---
The Lord Of The Rings: War In The North	213	---
Lost Planet 2	192	---
Lost Planet 3	236	---
Lost Planet: Extreme Condition	163	---
Lumines Supernova	178	---
Madagascar 3	224	---
Madden NFL 12	209	---
Madden NFL 13	223	---
Madden NFL Arcade	188	---
Mad Riders	220	---
Mafia II	196	---
MAG	189	---
Magic: Duels Of The Planeswalkers	202	---
Magic: Duels Of The Planeswalkers 2012	208	---
Majin And The Forsaken Kingdom	199	---
Marvel Vs Capcom 2	182	---
Marvel Vs Capcom 3	202	---
Marvel Ultimate Alliance	151	---
Marvel Ultimate Alliance 2	185	---
Max Payne 3	219	---
Mass Effect 3	216	---
Medal Of Honor	198	---
Medal Of Honor Airborne	161	---
Medal Of Honor: Warfighter	225	---

GAME	ISSUE	SCORE
Mega Man 9	172	---
Mega Man 10	192	---
Mercenaries 2: World In Flames	171	---
Metal Gear Solid 4	167	---
Metal Gear Solid HD Collection	214	---
Metro: Last Light	231	---
Michael Jackson: The Experience	205	---
Microbot	202	---
Midnight Club: Los Angeles	173	---
Mindjack	202	---
Minecraft	240	---
Mini Ninjas	184	---
Mirror's Edge	173	---
MLB: The Show 14	245	---
ModNation Racers	192	---
Monkey Island 2: Special Edition	195	---
Mortal Kombat	205	---
Mortal Kombat Vs DC Universe	173	---
MotoGP 13	233	---
Motorhead	173	---
MotorStorm	151	---
MotorStorm: Apocalypse	203	---
MotorStorm: Pacific Rift	172	---
Mud: FIM Motocross Championship	217	---
MX Vs ATV Alive	206	---
MX Vs ATV Reflex	189	---
Naruto: Ultimate Ninja Storm	174	---
Naruto Shippuden: UNS Generations	217	---
Naruto Shippuden: UNS 3	230	---
Naughty Bear	195	---
NBA 2K12	211	---
NBA 2K13	224	---
NBA Jam	200	---
NBA Street: Homecourt	151	---
Need For Speed: Hot Pursuit	199	---
Need For Speed ProStreet	161	---
Need For Speed Shift	184	---
Need For Speed: The Run	213	---
Need For Speed Undercover	173	---
NeverDead	215	---
Nier	192	---
Ni No Kuni: Wrath Of The White Witch	227	---
NHL 12	210	---
NHL 13	223	---
NIGHTS Into Dreams...	224	---
Ninja Gaiden Sigma	154	---
Ninja Gaiden Sigma 2	184	---
Ninja Gaiden 3	217	---
Ninja Gaiden 3: Razor's Edge	231	---
Noby Noby Boy	177	---
No More Heroes: Heroes' Paradise	206	---
Nucleus	155	---
Okami HD	225	---
One Piece: Pirate Warriors	224	---
Operation Flashpoint: Dragon Rising	185	---
Operation Flashpoint: Red River	205	---
The Orange Box	161	---
Outland	207	---
OverRun Online Arcade	180	---
Overlord II	181	---
Pac-Man Championship Edition DX	201	---
Pain	183	---
Payday: The Heist	213	---
Payday 2	235	---
Peggle	189	---
Persona 4 Arena Ultimax	250	---
PES 2012	210	---
PixelJunk 4am	220	---
PixelJunk Eden	169	---
PixelJunk Shooter	187	---
PixelJunk Shooter 2	204	---
PixelJunk SideScroller	213	---
PixelJunk Racers	160	---
Planet Minigolf	196	---
PlayStation All-Stars Battle Royale	225	---
PlayStation Move Heroes	204	---
Poker Night 2	232	---
Port Royale 3: Pirates & Merchants	224	---
Prince Of Persia	174	---
Prince Of Persia: Classic	173	---

GAME	ISSUE	SCORE
Prince Of Persia: The Forgotten Sands	193	---
Prince Of Persia Trilogy	200	---
Prison Break: The Conspiracy	191	---
Prototype	181	---
Prototype 2	219	---
Puddle	216	---
The Punisher: No Mercy	182	---
Puppeteer	236	---
Pure	171	---
Puzzle Chronicles	194	---
Puzzle Dimensions	208	---
Puzzle Quest Galactrix	181	---
Quantum Conundrum	221	---
Quantum Of Solace	175	---
Quantum Theory	197	---
Race Driver: GRID	167	---
Rag Doll Kung-Fu: Fists Of Plastic	179	---
Rage	211	---
Rainbow Moon	221	---
Rainbow Six Vegas	155	---
Rainbow Six Vegas 2	164	---
Rango	203	---
Ratchet & Clank: A Crack In Time	186	---
Ratchet & Clank: All 4 One	211	---
Ratchet & Clank: Q-Force	227	---
Ratchet & Clank: Tools Of Destruction	160	---
Ratchet & Clank: Trilogy HD	221	---
Rayman Legends	235	---
Rayman Origins	212	---
Red Dead Redemption	193	---
Red Faction: Armageddon	207	---
Red Faction: Guerrilla	180	---
Remember Me	232	---
Renegade Ops	211	---
Resident Evil Chronicles HD Collection	221	---
Resident Evil Code Veronica X	211	---
Resident Evil: Operation Raccoon City	217	---
Resident Evil: Revelations HD	232	---
Resident Evil 4 HD	210	---
Resident Evil 5	177	---
Resident Evil 6	223	---
Resistance: Fall Of Man	151	---
Resistance 2	173	---
Resistance 3	210	---
Resonance Of Fate	191	---
Retro City Rampage	228	---
Ridge Racer 7	151	---
Ridge Racer Unbounded	217	---
Rift: Everyday Shooter	162	---
Rise Of The Argonauts	176	---
Risen 2: Dark Waters	222	---
Risen 3: Titan Lords	248	---
Risk: Factions	202	---
Rock Band Blitz	223	---
Rock Band	169	---
Rock Band 2	179	---
Rock Band 3	199	---
Rocksmith	223	---
Rogue Warrior	188	---
Rugby World Cup 2011	209	---
Rune Factory Oceans	220	---
RUSE	197	---
The Saboteur	187	---
Sacred 2: Fallen Angel	180	---
Sacred 3	247	---
Saints Row 2	172	---
Saints Row: The Third	211	---
Saints Row IV: Gat Out Of Hell	253	---
SBK Generations	220	---
Saint Seiya: Sanctuary Battle	216	---
Sam & Max: The Devil's Playground Ep1	194	---
Sam & Max: The Devil's Playground Ep2	194	---
Savage Moon	175	---
Saw	186	---
Saw II: Flesh & Blood	198	---
The Secret Of Monkey Island SE	195	---
Sega Rally Online Arcade	208	---
Sega Mega Drive Ultimate Collection	177	---
Section 8: Prejudice	209	---
SBK 2011	206	---
SBK Generations	220	---
SBK X: Superbike World Championship	193	---
Sega Rally	158	---
Sengoku Basara: Samurai Heroes	198	---
Shadows Of The Damned	207	---
Shank	197	---
Shatter	183	---

GAME	ISSUE	SCORE
Shaun White Skateboarding	198	---
Shaun White Snowboarding	173	---
Shellshock 2: Blood Trails	177	---
Shift 2: Unleashed	204	---
Shoot Many Robots	217	---
Silent Hill: Downpour	217	---
Silent Hill HD Collection	217	---
Silent Hill: Homecoming	174	---
The Simpsons Arcade Game	216	---
The Simpsons Game	160	---
The Sims 3	199	---
The Sims 3: Pets	212	---
SingStar	159	---
Singularity	195	---
Siren Blood Curse	170	---
Skate	159	---
Skate 2	175	---
Skate 3	192	---
Skullgirls	218	---
Sleeping Dogs	222	---
The Sly Collection	200	---
Sly Cooper: Thieves In Time	230	---
Sniper Elite V2	218	---
Sniper: Ghost Warrior	206	---
Sniper: Ghost Warrior 2	230	---
SOCOM: Special Forces	205	---
Sonic The Hedgehog 4: Episode 1	199	---
Sonic The Hedgehog 4: Episode 2	225	---
Sonic & Sega All-Stars Racing	190	---
Sonic & All-Stars Racing Transformed	227	---
Sonic Generations	212	---
Sonic The Hedgehog	151	---
Sonic Unleashed	175	---
Sorcery	219	---
SoulCalibur IV	169	---
SoulCalibur V	214	---
South Park: The Stick of Truth	242	---
Spec Ops: The Line	220	---
Spider-Man 3	155	---
Spider-Man: Edge Of Time	212	---
Spider-Man: Shattered Dimensions	197	---
Spider-Man: Web Of Shadows	173	---
Spin Jam	174	---
Splatterhouse	200	---
Splinter Cell Double Agent	153	---
Split/Second: Velocity	192	---
Sports Champions	196	---
Sports Champions 2	225	---
SSX	216	---
Stacking	203	---
Starhawk	219	---
Star Ocean: The Last Hope International	190	---
Star Trek	231	---
Star Trek: D-A-C	189	---
Star Wars: The Force Unleashed	171	---
Star Wars: The Force Unleashed II	199	---
Star Wars: Pinball	230	---
Start The Party!	196	---
Stormrise	178	---
Stranglehold	159	---
Street Fighter III: 3rd Strike Online Edition	209	---
Street Fighter IV	176	---
Street Fighter X Tekken	217	---
Strength Of The Sword 3	234	---
Super Puzzle Fighter II HD Turbo Remix	168	---
Super Street Fighter IV: Arcade Edition	207	---
Stuntman: Ignition	157	---
Super Stardust HD	155	---
Superstars V8: Next Challenge	190	---
Superstars V8 Racing	181	---
Super Street Fighter II Turbo HD Remix	176	---
Super Street Fighter IV	191	---
Supremacy MMA	211	---
Switchball	191	---
Swords And Soldiers	199	---
Syndicate	216	---
Tales Of Graces f	222	---
Tales Of Monkey Island	196	---
Tales Of Xillia	234	---
Tales Of Xillia 2	249	---
Tekken 5: Dark Resurrection Online	161	---
Tekken 6	184	---
Tekken Tag Tournament 2	223	---
Test Drive Ferrari Racing Legends	221	---
Tetris	202	---
Test Drive Unlimited 2	203	---
The Amazing Spider-Man	221	---

GAME	ISSUE	SCORE
The Testament Of Sherlock Holmes	224	---
The Walking Dead	231	---
The Walking Dead: Survival Instinct	231	---
Thor: God Of Thunder	206	---
Tiger Woods PGA Tour 14	231	---
Time Crisis 4	166	---
Time Crisis: Razing Storm	199	---
TimeShift	162	---
TMNT: Turtles In Time-Re-shelled	186	---
TNA Impact!	171	---
Tokyo Jungle	223	---
Tom Clancy's EndWar	173	---
Tom Clancy's HAWX	177	---
Tom Clancy's HAWX 2	196	---
Tom Clancy's Splinter Cell Blacklist	235	---
Tom Clancy's Splinter Cell Trilogy HD	210	---
Tomb Raider	229	---
Tomb Raider Trilogy	204	---
Tomb Raider: Underworld	173	---
Tony Hawk's Project 8	151	---
Tony Hawk's Pro Skater HD	223	---
Tony Hawk's Proving Ground	160	---
Tony Hawk: Ride	188	---
Top Gun: Hard Lock	218	---
Top Spin 3	168	---
Top Spin 4	203	---
Toy Story 3	195	---
Transformers: Dark Of The Moon	208	---
Transformers: Fall Of Cybertron	223	---
Transformers: War For Cybertron	194	---
Trash Panic	181	---
Trine	184	---
Trinity: Souls Of Zill O'll	202	---
Trinity Universe	194	---
Tron Evolution	200	---
Tumble	198	---
Turning Point: Fall Of Liberty	165	---
Turok	163	---
Twisted Metal	216	---
Two Worlds II	203	---
UFC Undisputed 2009	180	---
UFC Undisputed 2010	193	---
UFC Undisputed 3	215	---
Ultimate Marvel Vs Capcom 3	212	---
Ultra Street Fighter IV	246	---
Uncharted: Drake's Fortune	161	---
Uncharted 3: Drake's Deception	212	---
Under Siege	207	---
Unearthed: Trail Of Ibn Battuta: Ep1	233	---
The Unfinished Swan	225	---
Unreal Tournament III	162	---
Untold Legends: Dark Kingdom	151	---
Valkyria Chronicles	173	---
Vancouver 2010	189	---
Vanquish	197	---
Viking: Battle For Asgard	165	---
Virtua Fighter 5	151	---
Virtua Fighter 5: Final Showdown	220	---
Virtua Tennis 3	150	---
Virtua Tennis 4	205	---
Wakeboarding HD	195	---
The Walking Dead: All That Remains	240	---
The Walking Dead: 400 Days	234	---
Wanted: Weapons Of Fate	179	---
Warhammer 40,000: Space Marine	210	---
Warhawk	157	---
Warriors: Legends Of Troy	202	---
Warriors Orochi 3	217	---
Watchmen: The End Is Nigh	183	---
Way Of The Samurai 3	190	---
Wet	184	---
Wheelman	178	---
Where The Wild Things Are	188	---
White Knight Chronicles	190	---
White Knight Chronicles II	207	---
Who Wants To Be A Millionaire?	214	---
WipEout HD	172	---
Wizorb	222	---
Wolfenstein	183	---
Wonderbook: Book Of Spells	226	---
Worms Collection	224	---
Worms 2: Armageddon	198	---
Worms Ultimate Mayhem	217	---
WRC 3 FIA World Rally Championship	225	---
WWE All Stars	204	---

GAME	ISSUE	SCORE
WWE Legends Of WrestleMania	178	---
WWE 13	225	---
X-Men Destiny	211	---
X-Men Origins: Wolverine	179	---
Yaiba: Ninja Gaiden Z	242	---
Yakuza: Dead Souls	216	---
Yakuza 3	191	---
Yakuza 4	203	---
Zen Pinball 2	224	---
Zombie Apocalypse: Never Die Alone	213	---
Zone Of The Enders HD Collection	226	---
VITA		
A-Men	217	7
Army Corps Of Hell	217	---
Assassin's Creed III: Liberation	225	---
Atelier Meruru: The Apprentice Of Arland	221	---
Everybody's Golf	215	---
BlazBlue: Continuum Shift Extend	216	---
Broken Age	257	---
Call Of Duty: Black Ops Declassified	227	---
Danganronpa: Trigger Happy Havoc	242	---
Danganronpa 2: Goodbye Despair	249	---
Dead Nation	201	---
Destiny Of Spirits	244	---
Dokuro	230	---
Earth Defense Force 2017 Portable	230	---
Escape Plan	216	---
FIFA Football	216	---
fiOw	151	---
Flower	176	---
Gravity Crash	187	---
Gravity Rush	219	---
Hotline Miami	233	---
Hustle Kings	216	---
Joe Danger	194	---
Killzone: Mercenary	236	---
LittleBigPlanet	223	---
Little Deviants	215	---
Lumines Electric Symphony	216	---
MGS HD Collection	221	---
ModNation Racers: Road Trip	215	---
Mortal Kombat	219	---
MotorStorm RC	217	---
Muramasa Rebirth	234	---
New Little King's Story	224	---
Ninja Gaiden Sigma Plus	217	---
Ninja Gaiden Sigma 2 Plus	230	---
Oddworld: Stranger's Wrath HD	214	---
Orgarhythm	230	---
PlayStation All-Stars Battle Royale	225	---
Persona 4 Golden	228	---
PixelJunk Monsters	163	---
Puddle	222	---
Rayman Origins	216	---
Reality Fighters	215	---
Resistance: Burning Skies	219	---
Ridge Racer	216	---
Rocketbirds: Hardboiled Chicken	212	---
Silent Hill: Book Of Memories	225	---
Sorcery Saga: Curse of the Great Curry God	240	---
Soul Sacrifice	232	---
Sound Shapes	223	---
Superfrog HD	234	---
Super Monkey Ball: Banana Splitz	224	---
Sumioni: Demon Arts	230	---
Super Stardust Delta	216	---
Tearaway	239	---
Terraria	232	---
Touch My Katamari	216	---
Toukiden: The Age Of Demons	241	---
Ultimate Marvel vs Capcom 3	216	---
Uncharted: Fight For Fortune	227	---
Uncharted: Golden Abyss	215	---
Unit 13	216	---
Velocity Ultra	233	---
Virtua Tennis 4: World Tour Edition	215	---
Virtue's Last Reward	227	---
WipEout 2048	215	---

*denotes import review

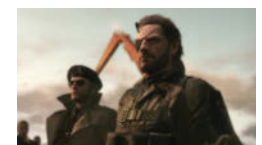
WHAT WE'RE PLAYING...

Watch out! Games!



WHAT (have they been playing?)
Superbeat Xonic
WHY (was it chosen?)
I just love classic rhythm-action
LUKE ALBIGÉS

VITA MIGHT NOT have made much of a dent in the market, but it sure does a hell of a job attracting the kind of games I enjoy playing. I've featured various *Monster Hunter* clones here over the last few years but today, I'll share another of my passions – rhythm-action. Ever since I first crossed paths with a rapping dog back in the PSone days, I've had a fondness for tapping along with music but these days, classic button-based examples are rare. This particularly awesome old-school take on the genre has me hooked, and the *Guilty Gear* music is just the icing on the cake.



WHAT (have they been playing?)
MGS V: The Phantom Pain
WHY (was it chosen?)
I need to finish it!
PAUL WALKER-EMIG

AS MUCH AS I've been enjoying *MGSV*, there have been so many distractions over recent months that have stopped me from finishing it – the *Rainbow Six Siege* beta, the *Star Wars Battlefront* beta, *Super Meat Boy* on PS Plus, *The Talos Principle* and, of course, *PES 2016*. It doesn't help that *Metal Gear Online* has now been released as well, giving me yet another thing to play rather than *The Phantom Pain*'s campaign. Still, I'm very near the end now and determined to get on and complete the damn thing!



Imagine Publishing Ltd
Richmond House 33 Richmond Hill
Bournemouth Dorset BH2 6EZ
☎ +44 (0) 1202 586200
Web: www.play-mag.co.uk
www.imagine-publishing.co.uk
www.greatdigitalmags.com

Magazine team

Editor Luke Albiges
luke.albiges@imagine-publishing.co.uk
☎ 01202 586269
Editor In Chief Ryan King
Designer Liam Warr
Production Editor Drew Sleep
Senior Staff Writer Paul Walker-Emig
Photographer James Sheppard
Senior Art Editor Andy Downes
Publishing Director Aaron Asadi
Head of Design Ross Andrews

Contributors

Josh Barnett, Simon Drake, Ian Dransfield, Steve Holmes,
Carrie Mok, Dom Peppiatt, Ed Smith, Nick Thorpe

Advertising

Digital or printed media packs are available on request.

Head of Sales Hang Deretz

☎ 01202 586442
hang.deretz@imagine-publishing.co.uk

Account Manager Anthony Godsell

☎ 01202 586420
anthony.godsell@imagine-publishing.co.uk

International

Play is available for licensing. Contact the International
department to discuss partnership opportunities.

Head of International Licensing Cathy Blackman

☎ +44 (0) 1202 586401
licensing@imagine-publishing.co.uk

Subscriptions

play@servicehelpline.co.uk

☎ UK 0844 848 8404

☎ Overseas +44 1795 592 875

13-Issue subscription UK £51.90 / Europe £70 / ROW £80

Circulation

Head of Circulation Darren Pearce

☎ 01202 586200

Production

Production Director Jane Hawkins

☎ 01202 586200

Finance

Finance Director Marco Peroni

Founder

Group Managing Director Damian Butt

Printing and Distribution

Printed by Southernprint Ltd, 17-21 Factory Road, Upton
Industrial Estate, Poole, Dorset, BH16 5SN

Distributed in the UK, Eire & the Rest of the World by:
Marketforce, 5 Churchill Place, Canary Wharf, London, E14 5HU
Tel 0203 787 9060
www.marketforce.co.uk

Distributed in Australia by Network Services (a division of
Bauer Media Group), Level 21 Civic Tower, 66-68 Goulburn
Street, Sydney, New South Wales 2000, Australia
☎ + 61 2 8667 5288

Disclaimer

The publisher cannot accept responsibility for any unsolicited material lost or damaged
in the post. All text and layout is the copyright of Imagine Publishing Ltd. Nothing in this
magazine may be reproduced in whole or part without the written permission of the
publisher. All copyrights are recognised and used specifically for the purpose of criticism
and review. Although the magazine has endeavoured to ensure all information is correct
at time of print, prices and availability may change. This magazine is fully independent
and not affiliated in any way with the companies mentioned herein. PlayStation, PSone,
PlayStation 2, PS2, PlayStation Portable, PS Vita, PLAYSTATION 3, PS3, PLAYSTATION 4
and PS4 are trademarks of Sony Corporation in the United States and other countries.
If you submit material to Imagine Publishing via post, email, social network or any
other means, you automatically grant Imagine Publishing an irrevocable, perpetual,
royalty-free license to use the material across its entire portfolio, in print, online and
digital, and to deliver the material to existing and future clients, including but not limited
to international licensees for reproduction in international, licensed editions of Imagine
products. Any material you submit is sent at your risk and, although every care is taken,
neither Imagine Publishing nor its employees, agents or subcontractors shall be liable
for the loss or damage.

© Imagine Publishing Ltd 2015

ISSN 1358-9474



INDESTRUCTIBLE! STREET FIGHTER V

Inside Capcom's stellar fighter and the
rest of PS4's incredible 2016 lineup

PLAY
SUBSCRIBE
PAGE 46
NEVER MISS
AN ISSUE!

NEXT MONTH IN
PLAY
ON SALE 31 DECEMBER

Craft your own story

MINECRAFT STORY MODE

 A Telltale Games Series



Available Now! Order at [amazon.co.uk](https://www.amazon.co.uk)

 **MOJANG**  

minecraftstorymode.com

©2015 Telltale, Inc. Telltale, Telltale Games, the Telltale Games logo are trademarks and/or registered trademarks of Telltale, Inc. All rights reserved. © 2015 Mojang AB and Mojang Synergies AB. MINECRAFT is a trademark or registered trademark of Mojang Synergies AB. "PlayStation", the "PS" Family logo and "PS3" are registered trademarks and the PlayStation Network logo is a trademark of Sony Computer Entertainment Inc. Amazon, the Amazon logo and Amazon.co.uk are registered trademarks of Amazon EU SARL or its affiliates.

"I don't
want this
to end"

GAMESBEAT
(EPISODE FIVE)

"Just so
Game of
Thrones"

GAMESPOT
(EPISODE TWO)

"Powerful and
shocking"

IGN
(EPISODE ONE)

GAME OF THRONES™

A TELLTALE GAMES SERIES

SEASON PASS DISC

"Excellent"

BUZZFEED
(EPISODE ONE)

"An
absolutely
essential
experience"

THE NERDIST
(EPISODE FOUR)

"Tense &
brilliantly
paced"

ENTERTAINMENT WEEKLY
(EPISODE THREE)



HBO
HOME BOX OFFICE



PS3 PS4

AVAILABLE AT
GAME